George Fentham Endowed School Year 5 Curriculum Overview

Maths Units - Place Value		Autumn Term	Spring term	Summer Term		
Steps Roman numerals to 1000 Numbers to 10000, 1000000, 1,000000 Read and write numbers to 1 million Powers of 10 10/100/1000/1000/100,000 more or less Partition numbers to 1 million Number line to 1 million Number line to 1 million Robjectives Read Roman numerals to 1,000 (M) and recognise years written in Roman numerals Read, write, order and compare numbers to 1 for onwards or backwards in steps of powers of 10 for ony given number up to 1,000,000 Solve number problems and practical problems involving the above Round any number up to 1,000,000 and 100,000 Number - Addition and Subtraction Multiply a 1-digit number by a 2 digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 3-digit number by a 1-digit number by	Maths		Fractions B, decimals and percentages,	· ·		
Mental strategies Mental strategies Translation with co-ordinates		Roman numerals to 1000 Numbers to 10000, 100000, 1,000000 Read and write numbers to 1 million Powers of 10 10/100/1000/10000/100,000 more or less Partition numbers to 1 million Number line to 1 million Compare and order numbers to 100,000/1 million Round to the nearest 10/100/1000 Round within 100,000/1 million Read Roman numerals to 1,000 (M) and recognise years written in Roman numerals Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000 Solve number problems and practical problems involving the above Round any number up to 1,000,000 and 100,000	Multiply up to a 4 digit number by a 1 digit number Multiply a 2-digit number by a 2 digit number (area model) Multiply a 2-digit number by a 2 digit number Multiply a 3-digit number by a 2 digit number Multiply a 4-digit number by a 2 digit number Multiply a 4-digit number by a 2 digit number Solve problems with multiplication Short division Divide a 4-digit number by a 1-digit number Divide with remainders Efficient division Solve problems with multiplication and division. NC objectives Multiply numbers up to four digits by a 1- or 2-digit number using a formal written method, including long multiplication for 2-digit numbers Divide up to four digits by a 1-digit number using the formal written method of short division and interpret remainders appropriately for the	Understand and use degrees Classify angles Estimate angles Measure angles up to 180 degrees Draw lines and angles accurately Calculate angles around a point Calculate angles on a straight line Lengths and angles in shapes Regular and irregular polygons 3D shapes NC objectives Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles Draw given angles, and measure them in degrees (°) Identify angles at a point and 1 whole turn (total 360°)_angles at a point on a straight line and half a turn (total 180°) Use the properties of rectangles to deduce related facts and find missing lengths and angles Identify 3-D shapes, including cubes and other cuboids, from 2-D representations Geometry - Position and Direction Steps Read and plot co-ordinates Problem solving with co-ordinates Translation		

- Add/subtract whole numbers with more than 4 digits
- Round to check answers
- Inverse operations (addition and subtraction)
- Multi step addition and subtraction problems
- Compare calculations
- Find missing numbers

NC objectives

- Add and subtract numbers mentally with increasingly large numbers
- Add and subtract whole numbers with more than four digits, including using formal written methods (columnar addition and subtraction)
- Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why
- Round any number up to 1,000,000 to the nearest 10, 100, 1,000, 10,000 and 100,000
- Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy

Number - Multiplication and Division A

Steps

- Multiples
- Common multiples
- Factors
- Common factors
- Prime numbers
- Square numbers
- Cube numbers
- Multiply/divide by 10, 100, 1000
- Multiples of 10, 100 and 1000

NC objectives

 Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers and division, including using their knowledge of factors and multiples, squares and cubes

Number - Fractions B

Steps

- Multiply a unit fraction by an integer
- Multiply a non- unit fraction by an integer
- Multiply a mixed number by an integer
- Calculate a fraction of a quantity
- Fraction of an amount
- Find the whole.
- Use fractions as operators

NC objectives

- Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams
- Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number (Y4)

<u>Number - Decimals and Percentages</u> Steps

- Decimals up to 2 dp
- Equivalent fractions and decimals (tenths and hundredths)
- Thousandths as fractions/decimals
- Thousandths on a place value chart
- Order and compare decimals (same number of decimal places)
- Order and compare any decimals with up to 3dp
- Round to the nearest whole number
- Round to 1dp
- Understand percentages
- Percentages as fractions/decimals
- Equivalent fractions/ decimals/ percentages

NC objectives

- Lines of symmetry
- Reflection in horizontal and vertical lines

NC objectives

 Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed

Number - Decimals

- Use known facts to add and subtract decimals within 1
- Complements to 1
- Add and subtract decimals across 1
- Add/subtract decimals with the same number of decimal places
- Add/subtract decimals with different numbers of decimal places
- Efficient strategies for adding and subtracting decimals
- Decimal sequences
- Multiply/divide by 10, 100 and 1000
- Multiply/divide decimals missing values

NC objectives

- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- Solve problems involving number up to 3 decimal places
- Read, write, order and compare numbers with up to 3 decimal places
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000

Number - Negative Numbers

Steps

- Understand negative numbers
- Count through zeros in 1s/multiples
- Compare and order negative numbers
- Find the difference

NC Objectives

 Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero

- Solve problems involving multiplication and division, including using their knowledge of factors and multiples, squares and cubes
- Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers
- Establish whether a number up to 100 is prime and recall prime numbers up to 19
- Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1 000
- Multiply and divide numbers mentally, drawing upon known facts

Number - Fractions A

Steps

- Find fractions equivalent to a non-unit fraction/unit fraction
- Recognise equivalent fractions
- Convert improper fractions to mixed numbers
- Convert mixed numbers to improper fractions
- Compare and order fractions less than 1
- Compare and order fractions greater than 1
- Add and subtract fractions with the same denominator
- Add fractions within 1
- Add fractions with a total greater than
- Add to a mixed number
- Add two mixed numbers
- Subtract fractions
- Subtract from a mixed numberSubtract from a mixed number -breaking the whole
- Subtract 2 mixed numbers

- Read, write, order and compare numbers with up to 3 decimal places
- Read and write decimal numbers as fractions
- Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths
- Solve problems which require knowing percentage and decimal equivalents of 1 2,14,15,25,45 and those fractions with a denominator of a multiple of 10 or 25
- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- Solve problems involving numbers up to 3 decimal places
- Round decimals with 2 decimal places to the nearest whole number and to 1 decimal place
- Recognise the per cent symbol (%) and understand that per cent relates to "number of parts per 100", and write percentages as a fraction with denominator 100, and as a decimal fraction

<u>Measurement - Perimeter and Area</u> Steps

- Perimeter of rectangles
- Perimeter of rectilinear shapes
- Perimeter of polygons
- Area of rectangles
- Area of compound shapes
- Estimate area

NC objectives

- Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres
- Calculate and compare the area of rectangles (including squares), including

Measurement - Converting Units

Steps

- Kilograms and kilometres
- Millimetres and millilitres
- Convert units of length
- Convert between metric/imperial
- Convert units of time
- Calculate with timetables

NC objectives

- Convert between different units of metric measure [for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre]
- Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints
- Solve problems involving converting between units of time

Measurement - Volume

Steps

- Cubic centimetres
- Compare volume
- Estimate volume
- Estimate capacity

NC objectives

- Estimate volume [for example, using 1 cm3 blocks to build cuboids (including cubes)] and capacity
- Estimate volume and capacity [for example, using water]

Data - Statistics

Steps

- Draw, read and interpret line graphs
- Read and interpret tables
- Two-way tables
- Read and interpret timetables

NC objectives

- Solve comparison, sum and difference problems using information presentedin a line graph
- Complete, read and interpret

NC objectives	using standard units, square	information in tables, including
Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number Compare and order fractions whose denominators are all multiples of the same number Add and subtract fractions with the same denominator, and denominators that are multiples of the same number	using standard units, square centimetres (cm2) and square metres (m2), and estimate the area of irregular shapes	information in tables, including timetables

English - The Lion, the Witch and the Wardrobe by C. S. Lewis.	Who Let the Gods Out By Maz Evans (Modern Fiction/	White Dolphin by Gill Lewis (Modern Fiction/ Action)	Viking Boy by Tony Bradman. (Historical Fiction)	Blackberry Blue and other fairy tales by Jamila Gavin. (Modern
C. S. Lewis. (Classical Literature/ Fantasy) To read, explore and discuss more challenging texts To understand how literature can provide an insight into other worlds To explore character, motive and consequences in narrative To read text closely and refer to it when exploring ideas To read between the lines and find evidence for their interpretation	(Modern Fiction/ Humour) To explore how writers use language for effect. To identify and explain the impact language choices have on the reader To summarize events from more than one paragraph To develop an understanding of words and phrasesin context	To engage with multi-layered texts To infer and deduce meaning from reading between the lines and making connections To appreciate the way writers create character through actions, behaviour and dialogue To understand why characters behave in particular ways and their motives To understand that characters can have opposite viewpoints on the same issues	 (Historical Fiction) To become familiar with the features of the legend genre To explore the traits and virtues of heroism To identify ways in which language changes according to context and purpose To explore the different ways authors build character 	Jamila Gavin. (Moder fairy tales) To explore features of fairy tales To infer author's perspectives from what is written and from what is inferred To read and compare different types of narrative texts and identify how they are structured

English	-
Writing	2

Who Let the Gods Out By Maz Evans Developing non-fiction writing by exploring themes within WI.TGO

- To write in different nonfiction forms and styles (Non Chronological reports & Newspapers)
- To explore different types of texts and identity how they are structured
- To undertake independent research on issues raised through readina
- To use texts efficiently and make relevant notes

The Lion, the Witch and the Wardrobe by C S Lewis Developina Narrative Fantasy stories.

- To write reflectively about a text and its themes
- To develop vocabulary and descriptive devices to describe settings and characters.
- To use expanded noun phrases to convey complicated information concisely.
- To use senses for writina
- To know the features of diary writing and recounts
- To write and perform a play scripts
- To plan and write their own narrative story about a journey to

Looking at the poetry of Benjamin Zephaniah, Michael Rosen and Kit Wright. Developina

understanding of a variety of poetry.

- To learn about the authors
- To analyse their poems (focussina on grammar, word choices figurative language and the meaning of the poems)
- To plan and write their own poetry in the style of a recipe poem, a narrative poem and a poem with an environmental message.
- To discuss what makes a good performance (use of voice - pitch. tone, volume, speed - body language, facial expressions etc.

The Highwayman and other poems

Developing narrative poetry.

- To make inferences about a character
- To look at features of figurative language and find examples in the poem
- To write about a character usina their own poetic phrases
- To research and write a biography of a famous Highwayman (Dick Turpin)
- To write a diary entry as one of King George's men
- To plan and recite a performance of the poem
- To write newspaper report
- То interpret archaic language.
- To imagine and explore feelings,

The Purple Lady by Jamila Gavin Developing Narrative

action/horror stories

- To explore how writers use language for dramatic effect
- To write in develop extend writing stamina in the form of a quest story.
- To develop selfediting for improvement

Beowulf Developina Narrative myth stories.

- To use drama and role play to explore and interpret the themes in the text and explore character's thoughts feelings and kev events using evidence from the text
- To explore how writers use language for dramatic effect
- To write in different forms for a variety of purposes e.g. job adverts (persuasive language); setting description (Grendel's lair): museum artefact description: glossary of archaic vocabulary
- To plan and write their own adventure for Beowulf reflecting the themes and culture

the White Witch' palace.	 To respond imaginatively and creatively to the themes. To compare forms of poetry and techniques used for effect To explore how poets use language for comic and dramatic effect To explore personal and collective responses to poetry 	of Anglo Saxon times To use powerful vocabulary to good effect To edit and improve work To compare different versions of the story (Robert Nye, Kevin Crossley- Holland, Seamus Heaney, Michael Morpurgo)
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- Spelling: Develop spelling through further use of prefixes and suffixes, continuing to distinguish between homophones and other words which are often confused, spelling words from the Year 5&6 statutory spelling list, spelling some words with 'silent' letters and using the first three or four letters of a word to check its spelling in a dictionary.
- Handwriting: Write legibly, fluently and with increasing speed by choosing which shape of a letter to use when given choices and deciding whether or not to join specific letters
- Writing skills: Writing by identifying the audience for and purpose of the writing. Planning writing by noting and developing initial ideas, drawing on reading and research where necessary. In writing narratives, considering how authors have developed characters and settings in what pupils have read, listened to or seen performed. Drafting and writing by selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning, in narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action and using a wide range of devices to build cohesion within paragraphs. Evaluating and editing writing to improve impact and clarity.
- Reading skills: Focusing on the key skills of word meaning, retrieve and record, inference, predicting summarising, making comparisons and evaluating the author's use of words and phrases.
- Grammar: Using the perfect form of verbs to mark relationships of time and cause, using expanded noun phrases to convey complicated information concisely, using modal verbs or adverbs to indicate degrees of possibility and using relative clauses beginning with who, which, where, when, whose, that and using brackets, dashes or commas to indicate parenthesis. Be able to use age appropriate grammatical terminology accurately.

Science	Forces in Action: Physics Investigate forces: gravity, air resistance and water resistance. Explore the use of levers, pulleys and gears as a force. Isaac Newton: Research the life and work of a scientist.	Earth and Space: Physics Explore the movements of the Sun, Earth and Moon. Explore the movement of the Earth and its rotation around the Sun. Learn about the phases of the Moon. Research the planets in the solar system.	Properties and Changes of Materials: Chemistry Explore dissolving of materials in liquid. Investigate reversible and irreversible changes. Compare materials based on their properties. Justify a materials suitability for a given purpose.	Life Cycles: Biology Investigating sexual and asexual reproduction in flowering plants. Compare how different animals reproduce: mammals (dog) and birds.	Scientist focus: Research the life and work of a modern day scientist.	Changes and Reproduction: (linked to Jigsaw) Biology Recognise stages of growth and development in humans. Know the changes that occur during puberty and how they differ for boys and girls. Gestation period of humans and other animals. Stages of development during childhood to old age.
RE	What do Sikhs believe in? Guru Nanak and his role as the founder of Sikhism. The origins of Baisakhi. Symbols of the Sikh faith. The Khanda. Guru Granth Sahib: the sacred book of Sikhism. The Gurdwara and its role in supporting the Sikh community	What makes an angel? Exploring modern concepts of angels. The role of angels in Bible stories. The story of Tobias and the Angel. The role of angels in the story of the Nativity. The Christmas story and the Angel Gabriel.	What do Christians believe? How Christians declare their beliefs. The Holy Trinity. The fruits of the Holy Spirit. The Rosary.	Why is Easter so important for Christians? The Last Supper. The story of Easter: The Stations of the Cross. The cross: a symbol of reconciliation Why is Easter so important to Christians. Christians see Christ's dead as a sacrifice to	How do Christians live their faith? • Jesus challenges the Pharisees. • The Lord's Prayer: "Thy Kingdom Come" • What might God's Kingdom be like? • The story of Nicky Cruz. • Mother Teresa. • The Christian value of Forgiveness.	How can faith help us learn about ourselves? The story of Jacob and Esau. Yom Kippur and its importance to Jewish people. Buddha and his search for inner peace. How a relationship with God might help people to become better Christians. Personal reflection and facing difficult moral choices.

		save humanity and that his resurrection is a message of hope.	
Art	Greek Masks: • Drawing and sculpture Study of Artist: • Historical Greek Artefacts In this unit the children will be focusing on the skill of sculpture. They will be creating their own Greek mask and building on their skills learnt in Year 3 when using mod-roc. The children will be linking this unit with their History unit and looking at expressions used in different Greek masks. The children will use drawing techniques to create their initial design focusing on facial structure and how emotions can be shown.	In the Rainforest: • Drawing and painting Study of Artist: • Henri Rousseau In this unit the children will be learning about the artwork of Henri Rousseau. They will find out about his life as an artist and imitate the different skills and techniques he used. They will build upon their understanding of foreground and background, learnt in Year 3 and will look closely at Rousseau's jungle scenes using different painting techniques in their final piece.	Colour Chaos: • Drawing and painting Study of Artist: • Rothko In this unit the children will be focusing on colour. They will be choosing, using and mixing their own colours to create quality artwork that shows progression in skills. The children will have the opportunity to explore the life of Mark Rothko, working primarily in paint, to create a final piece in an abstract style.

Use 2Connect to design and create concept maps that collect and present a range of linked ideas, using features such as image and node layout choices appropriately oppropriately oppropriately oppresent their concept maps as a visual whole class presentation and as writtentext to Consider how work with to more thank and as writtentext to concept maps as work with to more thank and as writtentext to concept maps as work with to concept maps as work with to concept maps as that collect concept maps as the movement to create more complex made them templates within 2Design and demonstrate an understanding of their oresponsibility to others as wild database using beginning to design brief. Obsign and enter demonstrate an understanding of their oresponsibility to others as wild database using buildings, cars and packaging. Evaluate, refine, edit, and adapt models to suita design brief. Obesign and enter demonstrate an understanding information accurately into their own database using 2Investigate and create questions about the enter of their database and create questions about their database for their consider their database for their content online. Obsign and enter sunderstanding of their own database using 2Investigate and create questions about the enter information accurately into their own database using 2Investigate and create questions about the enter sunderstanding of their own database using 2Investigate and create questions about their own design brief. Ochildren demonstrate an understanding of their own database using 2Investigate and create questions about their own database using questions about and present and design brief. Ochildren demonstrate an understanding of their own database using questions about and present and present and design brief. Ochildren database using 2Investigate and create questions about a theme rather their component in a theme rather and demonstrate and create questions about a theme rather and demonstrate and create questions about a theme rather their and present an	Computing	Concept Maps:	Coding:	3D Modelling:	Online Safety:	Databases:	Game Creator:	Spreadsheets:
online behave like applied to using playability. concept they would technology of they would map. in'real life'. safely and sound, and	Computing	Use 2Connect to design and create concept maps that collect and present a range of linked ideas, using features such as image and node layout choices appropriately present their concept maps as a visual whole class presentation and as writtentext work with others to create an online concept	• Use Coding Gorilla to create more complex programs and are beginning to understand that there areways to simplify code to make their programmin g more efficient. Consider how they can program objects to behave like they would	Use the readymade templates within 2Design and Make to design buildings, cars and packaging. Evaluate, refine, edit, and adapt models to suita	Children demonstrate an understanding of their responsibility to others as well as to themselves when communicating and sharing content online. Children demonstrate a clear understanding of what the SMART rules are and how they should be applied to using technology	Design and enter information accurately into their own database using 2Investigate and create questions about their database for their classmates to answer. Use the search functionalities to find answersto	 Plan and create games using 2DIY3D. Think about the component parts and design these as components in a theme rather than completely isolated parts. They will consider aspects such as the movement of the characters and goal objects to increase playability. Combine text, 	Use 2calculate to produce functional spreadsheets

D&T	Biscuits: Cooking and nutrition Purpose: To design healthy Christmas biscuits	Beat the Flood: • Structures • Waterproofing • Purpose: To design a prototype home to withstand a flood.	components within a 2DIY3D game. Moving Toys: • Mechanisms - cams • Purpose: To design a moving toy using a cam system to attract people into a library.
French	Holidays and Hobbies Listen and respond to topic vocabulary. Answer questions orally using the topic Vocabulary. Write an answer in a sentence using the topic vocabulary. Present ideas and information orally to a range of audiences.	 All About Ourselves Name some parts of the body. Give a simple description of their eyes and hair. Make simple statements using the 3rd person. Match emotions/health words with their pictures. 	 Demonstrate their prior learning from previous units. Say a simple future sentence. Give an intention for the immediate future. Use body language or gesture to help Understand. Say how they are feeling. Follow a simple story and recognise key Vocabulary. Present information about themselves with Support. Listen and respond to topic vocabulary. Answer questions orally using the topic vocabulary. Take part in role play using the key phrases studied.
Geography	Geography linked to History unit on The Ancient Greeks: Locating Greece on a map, looking at surrounding countries and oceans Locating places of significance (e.g. Mount Olympus, Athens) Comparing and contrasting Ancient Greek locations with modern day Greece	Rivers: Symbols, keys and OS maps. Observe, measure, record and present human and physical features in local area A Study of Brazil and the Amazon Rainforest: Human and physical geography of a region of South America	Geography linked to History unit on The Anglo Saxons and Vikings: • How to locate on a map the travel of the different Anglo Saxons tribes from Europe to Britain.

	Greece Geographical feature	the climate is like in es e.g. Mount Olympus, ge, Aliakmonas River a peninsula is	Use sketch maps, plans and graphs and digital technologies in fieldwork.	 Use of maps, atlases, globes and digital mapping Eight-point compass directions 		
History	The Ancient Greeks: Knowledge and understanding of significant aspects of history. Locating Ancient Greece in time and place (timelines and map work) Comparing and contrasting Athens and Sparta (City States) The meaning of democracy Using a variety of sources to understand that Greek pottery is an important insight into Ancient Greece Looking at Greek Gods and the 12 Olympian Gods Understanding the role of theatre in Greek life Looking at the architecture of Ancient Greece (Doric, Ionic and Corinthian columns) Exploring the weapons and armour of different City States		History linked to Geography unit on Rivers: Researching/ understanding the role of Francisco de Orellana (Spanish explorer and conquistador) in how the River Amazon got its name.	History linked to Geography unit on Brazil and the Amazon Rainforest • Researching the origins of the indigenous people and settlements of the rainforest.	 The Anglo Saxons and Vikings: Looking at timelines of world history and how the Anglo Saxons fit on this. Identify and order dates Understand why there was invasion and settlement by Angles, Saxons, Jutes and Frisians Begin to look at artefacts and sources to ask questions about the past and what they tell us about everyday life in Saxon times Know what an archaeologist is and why they dig for evidence Explore crime and punishment Looking at how runes were used to communicate in Anglo Saxon times Explore the importance of Lindisfarne and the Gospels The Viking and Anglo-Saxon struggle for England up to the death of Edward the Confessor in 1066 and the significance of the Battle of Hastings 	
Music	Composing Notation- Egyptians:	Young Voices: Focus: Learning to	South and West Africa:	Dance Music: Focus: Looping and	12 Bar Blues: Focus:	Musical Theatre: Focus: Theatre Music.
	Focus:	sing a variety of	Focus: Learn the song	Remixing	Composers/Artists: BB	Composers/Artists/
	Egyptian Style: The Gift	different genres such	Shosholoza a capella	Composers/Artists:	King, Howlin' Wolf,	Music:
	of the Nile.	as Pop and Musicals,	Composers/Artists:	Darude Sandstorm,	Traditional, Moanin' Lisa	Pirates of Penzance, Beauty
	Composers/Artists: The Gift of the Nile by	the techniques of good singing, learning	Miriam Makeba, Drakensberg Boys Choir,	TheLion King Circle of Life,Circle of Life	Blues from The Simpsons.	and the Beast, Abba, Hamilton, Guys and Dolls,
	Kapow Primary,	ensemble and	The Master Drummers of	(HipHop Remix)	Children are introduced	Les Miserables, The Wizard
	The Bangles - Walk Like	performance skills.	Burundi, Bwazan	District78 Original	to this famous genre of	of Oz, Oliver, Annie.
	an Egyptian, Henry	Music:	Percussion Ensemble.	Remix, Beethoven	musicand its history,	
	Purcell Funeral March for	Various including: Moana		(Fifth Symphony), A	and learn to identify the	In this topic, children
	Queen Mary I.	Medley (by Lin-Manuel Miranda), Matilda the	Children learn	Fifth of Beethoven,	key features and mood	are introduced to
		Musical medley, Gospel	'Shosholoza', a	Somewhere Over The	of Blues music and its	musical theatre, learning

of Ancient Egypt, children learn to identify the pitch and rhythm of written notes and then experiment with notating their	music, In the Mood (links with WWII History), Lambeth Walk, These Boots are made for Walking (Nancy Sinatra), Walking on the Moon (The Police), Walk of Life (Dire Straits), Walking on Sunshine (Katrina and the Waves)	traditional South African song, play the accompanying chords using tuned percussion and learn some African drumming rhythms. They will also add some dance	Rainbow. Children learn about how dance music is created, focusing particularly on the useof loops, and learn howto play a well-known sona	importance and purpose. They will also learn the 12- bar Blues and the Blues scale, and combine these to create an improvised piece with a familiar, repetitive backing.	how singing, acting and dancing can be combined to give an overall performance, as well as exploring how music can be used to tell a story, learning about performance aspects as they use songs to convey
and rhythm of		and learn some)	these to create an	exploring how music can
written notes and		African drumming	•	improvised piece with a	be used to tell a story,
then experiment with	• • • • • • • • • • • • • • • • • • • •	rhythms. They will	useof loops, and	familiar, repetitive	learning about
notating their	•	also add some dance		backing.	performance aspects as
compositions in	waves	moves ready to	well-known song		they use songs to convey
different ways to		perform the song in	before putting a		emotions.
helpdevelop their		its entirety.	dance music spin on		
understanding of			it to create their		
staffnotation.			own versions.		

	LINETAN	LIAITT. C	LINITE: Co. at a LL II	LINITE: Comment		C. L. L.
PE	VIII: Dance - Heroes & Villains (PE HUB - Yr. 5 Unit 2) Focus: Core balances & taking weight on a variety of body part-shoulder stands Games value: Determination & Perseverance	UNIT: Gymnastics (PE HUB -Yr. 5 Unit 1) Focus: Symmetrical & asymmetrical shapes, counter balances, smooth transitions. Games value: Passion & Creativity	UNIT: Sports Hall Athletics (SSP) Focus: Triple/vertical jump, chest push & javelin. Games value: Teamwork & Friendship	UNIT: Gymnastics (PE HUB -Yr. 5Unit 2) Focus: Complex sequences, round off & bridge Games value: Respect	UNIT: Cricket (Chance 2 Shine Led) Focus: Batting in pairs & calling run. Batting to direct the ball, wicke keeping and fielding to stump players out, catching high balls & overarm bowling. Games value: Honest & Compassion / Self-belief & Improving Competition: Team results & spirit scoring WCB Chance 2 Shine Team Tournament	
	UNIT: Football (PE HUB -Yr.5) Focus: Close control ball skills, tackling & goal side marking. Games value: Passion & Creativity	UNIT: Dodgeball (British Dodgeball Scheme) Focus: Develop core skills - throwing, catching, dodging & blocking. Communication & tactics. Games value: Determination & Perseverance Competition: Spirit scoring. SSP Tournament	UNIT: Tag Rugby (PE HUB - Mix Yr3 & Yr.4/SSP) Focus: Passing the ball, running with the ball. Scoring over a line and wall defence. Games value: Teamwork & Friendship	UNIT: Netball (PE HUB -Yr. 4) Focus: Shooting techniques, marking & footwork. High 5 rules. Games value: Respect	UNIT: Tennis (PE HUB -Yr. 5) Focus: Backhand hitting, return the serve, & doubles Games value: Honest & Compassion	UNIT: OAA (PE HUB -Yr.5) Focus: Problem solving under pressure. Communication & Morse code Games value: Selfbelief & Improving

PSHE (Jigsaw)		•	Dreams and Goals: • Future dreams • The importance of money • Jobs and careers • Dream job and how to get there • Goals in different cultures • Supporting others (charity) • Motivation	•	Relationships: Self-recognition and self-worth Building self-esteem Safer online communities Rights and responsibilities online Online gaming Reducing screen time Dangers of online grooming SMART internet safety rules	
Enrichment	 Visit to a Gurdwara. Some children will sing in Carmina Burana with the Hampton Singers at Fentham Hall. 		topic. Rainforest Roadshow River Study		Anglo Saxon Workshop	
Whole School Events	 School Induction Programme Anti-Bullying Week Book Fair Parent Consultations & SEND Reviews Harvest Festival Remembrance Day/Poppy Appeal Christmas Church Service Christmas Carol Service Christmas Chronicle Competition School Council Elections Online Safety Group Elections Eco-Group Elections Sports clubs - after school & lunch times 		 Online Safety Day Health Week British Science Week Easter Church Service Parent Consultations & SEND Reviews World Book Day Red Nose Day Speak Out, Stay Safe (NSPCC) Easter Church Service Marie Curie Daffodil Appeal Sports clubs - after school & lunch times 		 Sports Day Open Evening Y6 Church Leavers' Service and Diocesan Leavers' Service Summer Reading Challenge Transition Sports clubs - after school & lunch times 	