Curriculum Overview 2017 – 2018

Year Group: 5

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Name	Viva Espana	Vicious Vikings	Groovy Greeks	Carnival!	Cottonopolis	Putting Manchester on the map
English	Fiction – Rudyard Kipling and Michael Morpurgo - stories – dialogue, diary entry Non-Fiction - recounts Poetry – N/A	Fiction – Myths and legends, film narrative – Saga of Bjorn Non-Fiction – Instructions, letters Poetry – N/A	Fiction – Stories from other cultures – Pandora's Box Non-Fiction - newspaper Poetry – N/A	Fiction – Playscripts Non-Fiction – non-chronological Poetry – poetic style/structure	Fiction – Traditional stories – Little Match Girl Non-Fiction - persuasive letter Poetry - The Highwayman Choral and performance	Fiction – Story – 'Wonder' Speech Non-Fiction – Information, letter Poetry – N/A
GPS	G&P Use a wide range of conjunctions to create compound and complex sentences Use relative clauses beginning with 'who', 'which', 'where', 'why' or 'whose'. Use commas to clarify meaning or avoid ambiguity Use adverbials of time, place and number to link ideas across paragraphs Use brackets, dashes or commas to indicate parenthesis Recognise the difference between direct and indirect speech and relate to differences between informal and formal speech structures. Use apostrophes correctly Use modal verbs to indicate degrees of possibility Y5/Y6 Use dialogue, recognise differences between spoken and written speech Consolidate children's use of dialogue, including use of speech punctuation. Stress differences between spoken and written speech. Spelling - See No Nonsense Spelling list					
Maths	Number – Place Value Read, write, order and compare numbers to at least 1000000 and determine the value of each digit. Count forwards or backwards in steps of powers of 10 for any given number up to 1000000. Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero. Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000 Solve number problems and practical problems that involve all of the above. Read Roman numerals to 1000 (M) and recognise years written in Roman numerals. Number- Addition and Subtraction Add and subtract numbers mentally with increasingly large numbers. Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and		Number – Multiplication and Division Multiply and divide numbers mentally drawing upon known facts. Multiply numbers up to 4 digits by one or two digit number using a formal written method, including long multiplication for 2 digit numbers Divide numbers up to 4 digits by a one digit number using the formal written method of short division and interpret remainders appropriately for the context. Solve problems involving add and subtraction, multiplication and division and a combination of these, including understanding the use of the equals sign. Number: Fractions Compare and order fractions whose denominators are multiples of the same number. Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths.		Number: Decimals Solve problems involving number up to three decimal places. Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. Use all four operations to solve problems involving measure for example, length, mass, volume, money] using notation, including scaling. Geometry- Properties of Shapes and Angles Identify 3D shapes, including cubes and other cuboids, from 2D representations. Use the properties of rectangles to deduce related facts and find missing lengths and angles. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. Draw given angles, and measure them in degrees (°)	

	subtraction) Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. <u>Statistics</u> Solve comparison sum and difference problems using information presented in a line graph. Complete, read and interpret information in tables including timetables. <u>Number – multiplication and division</u> Multiply and divide numbers mentally drawing upon known facts. Multiply and divide whole numbers by 10, 100 and 1000. Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. Recognise and use square numbers and cube numbers and the notation for squared (^{2}) and cubed (^{3}) 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. <u>Perimeter and Area</u> Measure and calculate the perimeter of composite rectilinear shapes in cm and m. Calculate and compare the area of rectangles (including squares), and including using standard units, cm^2, m^2 estimate the area of irregular shapes.		Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number [for example $\frac{2}{5}+\frac{4}{5}=\frac{6}{5}=1\frac{1}{5}$] Add and subtract fractions with the same denominator and denominators that are multiples of the same number. Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. Read and write decimal numbers as fractions [for example 0.71 = $\frac{71}{100}$] Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. <u>Number: Decimals and Percentages</u> Read, write, order and compare numbers with up to three decimal places. Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. Round decimals with two decimal places to the nearest whole number and to one decimal place. Solve problems involving number up to three decimal places. Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal. Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}, \frac{1}{4}, \frac{1}{5}, \frac{2}{5}, \frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25. involving simple rates.		Identify: angles at a point and one whole turn (total 360°), angles at a point on a straight line and ½ a turn (total 180°) other multiples of 90° <u>Geometry- position and direction</u> 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. <u>Measurement- converting units</u> Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml] 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. <u>Measures Volume</u> Estimate volume [for example using $1cm^3$ blocks to build cuboids (including cubes)] and capacity [for example, using water] Use all four operations to solve problems involving measure.	
History		Investigate the struggles between the Vikings and the Anglo Saxons and the build up to the Battle of Hastings.	Study Ancient Greeks life and achievements and their influence on the western world.		A study of the local history of Manchester.	
Geography	Study the human and physical geography of the region in a European country. Use maps, atlases and globes.			Study the human and physical geography of a region of South America.		Use fieldwork to study the features of the local area. Use 8 points of a compass and use OS maps.
Science	Find out about the Earth and other planets and their movement in relation to the sun and moon.	Investigate different forces and how they interact.	Group and compare properties of materials and investigate changes in stat e and separation.		Describe life cycles and reproduction of some animals and plants. Investigate how humans develop.	

Computing	E safety and Responsibility. Exploring how to stay safe on line and be responsible.	Finding and using information.	Computing and Coding	Digital creation of music and film.	Networks, communication and collaboration.	Working with Data – using and creating data bases.
Art	To learn about great artists – Picasso and Guadi.		To study Greek architecture.	To experiment with different techniques by studying the work of Romero Britto.	To investigate pattern through the work of the art and craft movement.	Develop drawing and sketching skills in the local area.
DT		To design, make and evaluate a Viking longship.			To investigate and explore electronic systems.	To understand seasonality and know how ingredients
Music/Drama	Space Recreating space oddity- musical soundscapes. Skills – texture, structure, control and rhythms.	Rhythm and pulse. Form and structure. ABA using vocabulary to create rhythms	Drama –Greek Chorus/choral speaking/performance.	Samba – rhythm and pulse- playing in time.	Industrial revolution – soundscape – rhythm/texture	Gameian – cycles – ostinato and form
RE	To consider the common answer to Life's Big Questions	Marriage Studying how people of different faiths get married	Islam To recognise the key beliefs of Islam	Justice To be able to describe similarities between different religious teachings.	Humanism To compare the beliefs of humanists to other religions	Poverty and Wealth To compare and contrast different religious teachings on money.
PE	Tag Rugby	Football	Athletics	Hockey	Basketball	Handball
Languages KS2	Introduction to Spanish	Everyday conversations	Families, months and colours	Pets and celebrations	Towns and countries	Times and dates
PSHE	New Beginnings	Getting on and Falling Out	Going for goals	It's Good To Be Me	Relationships	Changes/SRE