

YEAR FIVE

READING SPEECH - at least 4 over a range of the series	OTHER TEXTS - at least 1	WRITING	
<b>Archaeic text</b> The Secret Garden by Frances Hodgson Burnett Baller Shoes by Noel Streatfeild Oliver Twist by Charles Dickens The Jungle Book by Rudyard Kipling Robinson Crusoe by Daniel Defoe <b>Non-fictional magazines</b> The Eye of the North by Stead D'Orant A Long Walk to the Water by Linda Sue Park Around the World in 80 Days by Jules Verne The Infratone Lives of Maisea Day by Christopher Edge <b>Narratively complex</b> The Snow by Abi Elphinstone Wonder by R.J. Palacio Tin by Prabhu Mehra Back Beach by Arne Sewell Whispering Down by Richard Adams The Warden by Sharon Creech <b>Symbolic text</b> Northern Lights by Philip Pullman Who Let the Gods Out? by Max Evans Henry Potter by J.K. Rowling When you Reach Me by Rebecca Stead <b>Resistant text</b> The Arrival by Shaun Tan The Lie Tree by Frances Hardinge <b>Non-fictional - magazine texts linked to topics</b>	Crusoe (1st Monday) by Marjorie Pratt and Espen Graham (BB) The Ice Bear by Jackie Morris (BB) The Scavenger by David Almond (MBS) The Magic Porridge Pot by Mabel Young (MBS) The Pearl Diver by Julia Johnson (MBS) Street Child by Barrie Doherty Tom's Midway Garden by Melissa Pearce  <b>POETRY - at least 2</b> I Wandered Lonely as a Cloud by William Wordsworth (PP) The Donkey by C.K. Chesterton (PP) The Way through the Woods by Richard Kipling (PP) The Listeners by Walter de La Mare Dreams by Langston Hughes Eyes by Carl Sandburg	Through the Threshold Concepts of Write with purpose: Use imaginative description: Organise writing appropriately: Use paragraphs: Use sentences appropriately: Present reality: Spell correctly: Punctuate accurately: Analyse writing: Present writing Write stories set in places pupils have been Write stories that contain mythical, legendary or historical characters or events Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum Write non-chronological reports Write leaflets Write arguments Write formally Learn to hear and perform a significant poem Write haiku Write cinema  <b>ART AND DESIGN</b> Through the Threshold Concepts of Develop ideas: Master techniques: Take inspiration from the greats Cultural tradition in art - Artist spotlight: Richard Kinco Art and religion - Artist spotlight: El Greco A study of surrealism - Artist spotlight: Salvador Dalí The Art of anatomy - Artist spotlight: Abraham Durer Amazed by architecture - Artist spotlight: Zaha Hadid	
<b>SCIENCE</b> Work scientifically (all topics below should be learnt through working scientifically) Use scientific methods to explore different systems and materials: describe, measure, compare, explain, predict, evaluate, improve, plan, report <b>BIOLOGY</b> <b>Understand plants</b> Explain the changes in humans develop from birth to old age Recognise the impact of diet, exercise, drug and lifestyle on the way human bodies function <b>Understand animals and humans</b> Describe the life cycles common to a variety of animals, including humans. Both growth, development, reproduction, death, and to a variety of plants, growth Describe the life process of reproduction in some plants and animals <b>Understand evolution and inheritance</b> Recognise that living things produce offspring of the same kind, but normally differing very and are not identical to their parents <b>CHEMISTRY</b> <b>Investigate materials</b> Use knowledge of solids, liquids and gases to describe how mixtures might be separated, including through heating, sieving and evaporating Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastics Demonstrate that dissolving, mixing and changes of state are reversible changes <b>PHYSICS</b> <b>Understand movement, forces and magnets</b> Explain that gravitational objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object Identify the effect of drag forces, such as air resistance, water resistance and friction that act between moving surfaces Describe, in terms of flow forces, why moving objects that are not flow devices slow down Understand that force and motion can be transferred through mechanical devices such as gears, pulleys, levers and springs <b>Investigate light and seeing</b> Understand that light appears to travel in straight lines Explain that we see things because light travels from light sources to our eyes or from objects and then to our eyes <b>Investigate sound and hearing</b> Find patterns between the pitch of a sound and features of the object that produced it Find patterns between the volume of a sound and the strength of the vibrations that produced it <b>Understand electrical circuits</b> Use recognised symbols when representing a simple circuit in a diagram <b>Understand the Earth's movement in space</b> Describe the Sun, Earth and Moon as approximately spherical bodies Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky Describe the movement of the moon relative to the Earth	<b>HISTORY</b> Use the Threshold Concepts of Investigate and interpret the past: Build an overview of world history: Understand chronology: Communicate ideas The Tubbans Tudor monarchs Tudor entertainment and exploration The Victorian era The Victorians - innovation and industry The Victorians - religion and empire The Ancient Greeks The Ancient Greeks - influence and impact The Ancient Greeks - myths and legends The Ancient Greeks - clues from the past Alexander the Great Early Islamic civilisation Early Islamic civilisation - Baghdad Early Islamic civilisation - traders  <b>GEOGRAPHY</b> Through the Threshold Concepts of Investigate places: Investigate patterns: Communicate geographically Using maps: features Using maps: four types grid references Alpines and climate zones Tropical rainforest biome Temperate deciduous biome Desert biome Tundra biome Tajiga biome Grassland biome Savannah biome Marine biome Freshwater biome Sea biome  <b>DESIGN AND TECHNOLOGY</b> Through the Threshold Concepts of Master practical skills: Design, make, evaluate, improve: Take inspiration from design throughout history: What is design and technology? Electric motors Arch structures Cups Food throughout the year - including Seasons and Chinese New Year Wood Things to remember: food safety, hygiene rules, safe cooking Gases: a hidden arches  <b>FRENCH (Kapow)</b> Through the Threshold Concepts of: Read fluently: Write imaginatively: Speak confidently: Understand the culture Monnaie parle Space Explorers Savoyards French speaking world A week in the life Meet the family  <b>COMPUTING (Kapow)</b> Through the Threshold Concepts of: Code: Connect: Communicate: Collect Microbit: meaning and purpose of programming Online Safety Programming music - programming to create sounds and melodies Data collection: photographs and videos to create a video animation Search engines - finding accurate information Mars Rover 1 - Data transfer and binary code Mars Rover 2 - 3D design skills	<b>FAIR (Kapow - NOS - SPECIFIC PROGRAMMES)</b> Through the Threshold Concepts of: Be an Active, Risk and Cooperative, Decision-Maker, Strategic Improver, Understand others, Not give up Families and Relationships Friendship skills Marriage Respecting myself Family life Bullying Sexualisation: Gender Stereotyping: Race and religion EMOTIONAL RESPECT Health and Well Being Relaxation yoga The importance of rest Responsible future Caring for each other Family responsibility for my feelings Healthy meals Sun safety RELAXATION PROCESS THE PLUS Safety and the changing body Online wellbeing Staying safe online Dignity Mentoring Emotional changes in puberty First aid: bleeding Alcohol, drugs and tobacco: Making decisions BIG TALK National Online Safety Self image and identity Online reputation Online bullying Managing online information Health, wellbeing and lifestyle Privacy and security Copyright and ownership Citizenship Banking the law Rights and responsibilities Protecting the planet Contributing to the community Pressure groups Parliament Economic Well Being Borrowing Income and expenditure Risks with money Pensions spending Stereotypes in the workplace Transfer Roles and responsibilities  <b>PHYSICAL EDUCATION (over Year 6 and 6)</b> Through the Threshold Concepts of: Play and perform: Improve and compare: Listen: Musical notation: History of a wide range of music Games (Tennis) - Short tennis / Volleyball / Tennis challenge / Ping Pong Games (Soccer and football) - Continuous cricket / Net ball / Face the bowler Games (Net and wall) - Seated volleyball / In the zone / rebound ball Games (Swimming) - Kickstart / Over pass / Ultimate Frisbee Gymnastics - Rhythmic gymnastics / Vault / Partner and group balances Dance - Based on a traditional dance / Mystery dance / From different eras Activities - Running / Trampoline / Long and triple jump OAA - River crossing / Symbol match-up / Pitch orienteering	
<b>RELIGIOUS EDUCATION</b> Through the Threshold Concepts of: Understand beliefs and practices: Observe religious practices and festivals: Celebrate how beliefs are expressed: Believe: Understand Values Buddhism - including John the Baptist - Joseph Hinduism Islam Judaism Sikhism Agree a values SACS Explanations of faith Faith in action Pilgrimage Tales Worship The True meaning of Christmas Peace Forgiveness Commitment	Through the Threshold Concepts of: Read fluently: Write imaginatively: Speak confidently: Understand the culture Monnaie parle Space Explorers Savoyards French speaking world A week in the life Meet the family  <b>COMPUTING (Kapow)</b> Through the Threshold Concepts of: Code: Connect: Communicate: Collect Microbit: meaning and purpose of programming Online Safety Programming music - programming to create sounds and melodies Data collection: photographs and videos to create a video animation Search engines - finding accurate information Mars Rover 1 - Data transfer and binary code Mars Rover 2 - 3D design skills	<b>MUSIC</b> Through the Threshold Concepts of: Play and perform: Improve and compare: Listen: Musical notation: History of a wide range of music Classical - Bach/Bethoven Classical: Mozart Pop ballads Gospel Hip Hop Soul Rock and Pop - Michael Jackson	Games (Tennis) - Short tennis / Volleyball / Tennis challenge / Ping Pong Games (Soccer and football) - Continuous cricket / Net ball / Face the bowler Games (Net and wall) - Seated volleyball / In the zone / rebound ball Games (Swimming) - Kickstart / Over pass / Ultimate Frisbee Gymnastics - Rhythmic gymnastics / Vault / Partner and group balances Dance - Based on a traditional dance / Mystery dance / From different eras Activities - Running / Trampoline / Long and triple jump OAA - River crossing / Symbol match-up / Pitch orienteering