

English

- Continuing to read and discuss an increasingly wide range of fiction, poetry, plays, non-fiction and reference books or textbooks
- Reading books that are structured in different ways and reading for a range of purposes
- Identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
- 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
- In narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action
- in narratives, describing settings, characters and atmosphere.

DT

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria
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- Build structures, exploring how they can be made stronger, stiffer and more stable

Maths

- Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers
- Know and use the vocabulary of prime numbers, prime factors and composite (nonprime) numbers
- Establish whether a number up to 100 is prime and recall prime numbers up to 19
- Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers
- Multiply and divide numbers mentally drawing upon known facts
- 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
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000

RE

- To understand the belief of Humanism

Off with their Heads



Year 5 Curriculum Overview

History

- The changing power of monarchs using case studies such as John, Anne and Victoria
- Changes in an aspect of social history, such as crime and punishment from the Anglo-Saxons to the present or leisure and entertainment in the 20th Century
- The legacy of Greek or Roman culture (art, architecture or literature) on later periods in British history, including the present day
- Significant turning point in British history, for example, the first railways or the Battle of Britain

PSHE

Living in the Wider World

Healthy Lifestyles

To understand what positively and negatively affects their physical, mental and emotional health.

To understand how to make informed choices (including recognising that choices can have positive, neutral and negative consequences) and to begin to understand the concept of a 'balanced lifestyle'

Growing and Changing

To reflect on and celebrate their achievements, identify their strengths, areas for improvement, set high aspirations and goals

To deepen their understanding of good and not so good feelings, to extend their vocabulary to enable them to explain both the range and intensity of their feelings to others.

Emotions may, change as they approach and move through puberty

Keeping Safe

To develop strategies for keeping physically and emotionally safe including road safety, and safety in the environment

To develop strategies for keeping safe online; the importance of protecting personal information, including passwords, addresses and the distribution of images of themselves and others.

Computing

- Learning about algorithms to achieve a certain goal
- Understanding the concepts of program deconstruction
- Create, design and manipulate content for subject specific projects
- Edit and enhance to meet audience and purpose requirements

Art

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- to learn about great artists, architects and designers in history.