

Year 5 Long Term Planning

<p style="text-align: center;"><u>Autumn:</u> <u>The Vikings</u></p>	<p style="text-align: center;"><u>Spring:</u> <u>Rivers</u></p>	<p style="text-align: center;"><u>Summer:</u> <u>Urban Cool</u></p>
<p><u>Maths</u></p> <ul style="list-style-type: none"> • Number • Measurement • Geometry • Statistics <p>(Following the structure of 'Busy Ant').</p>	<p><u>Maths</u></p> <ul style="list-style-type: none"> • Number • Measurement • Geometry • Statistics <p>(Following the structure of 'Busy Ant').</p>	<p><u>Maths</u></p> <ul style="list-style-type: none"> • Number • Measurement • Geometry • Statistics <p>(Following the structure of 'Busy Ant').</p>
<p><u>English</u></p> <ul style="list-style-type: none"> • Classic Fiction - The Jungle Book • Arguments & Debates • Recounts • Persuasive Writing • Spelling • Punctuation • Grammar • Reciprocal Reading 	<p><u>English</u></p> <ul style="list-style-type: none"> • Classic Fiction - Journey To The River Sea • Biography & Autobiography • Non-Chronological Reports • Power Of Imagery • Debate Poetry • Spelling • Punctuation • Grammar • Reciprocal Reading 	<p><u>English</u></p> <ul style="list-style-type: none"> • Classic Poetry • Instructions & Explanations • Classic Fiction - Hugo • Reports & Journalistic • Shakespeare Project? • Spelling • Punctuation • Grammar • Reciprocal Reading

Science

Living Things In Their Environment

- Describe the differences of a life cycle of a mammal, amphibian, insect and bird.
- Observe and compare life cycles of local environment and others around the world.
- Reproduction of plants and animals.
- Changes in animals over time
- Animal behaviourists (David Attenborough)
- Grow plants from part of parent plants

Animals Including Humans - Life Cycles

- Describe changes as humans develop to old age.
- Changes during puberty.
- Stages of growth and development.
- Animal gestation periods.
- Mathematical measure & recording.

Science

Water Cycle / States Of Matter

- Describe the states of matter.
- Observe that some materials change state when they are heated or cooled.
- Explore the effect of temperature on different substances.
- Research temperature at which materials change state.
- Observe water as a solid, liquid and gas.
- Observe changes in water when heated or cooled. .
- Evaporation and temperature.
- Evaporation & condensation
- The Water Cycle
- Observe and record evaporation over time.
- Snowmen experiments.
- Make Bath Bombs

Make Ice Cream

Science

Teeth / The Digestive System

- Identify the different types of teeth in humans and their functions.
- Compare teeth of carnivores and herbivores.
- How to look after teeth.
- Body parts associated with the digestive system.
- Describe the simple functions of the digestive system.

Properties and Changes of Materials

- Compare and group materials based on their properties
- Comparative and fair tests.
- Reversible changes
- Changes resulting in the formation of new materials.
- Dissolving and recovering substances from solutions.
- Filtering, sieving and evaporating.

Computing

Multimedia & Word Processing

- Create a presentation with a range of sources. (Structure and layout)
- Select and import graphics and sounds.
- Create hyperlinks
- Research information and present as a document/leaflet.
- Word processing (Viking myths).
- Cut and paste, justify, insert, find and replace.
- Evaluate a range of electronic and multimedia.

Digital Media

- To use different filming techniques and camera angles.
- Create a storyboard for a video animation.
- Create a video animation.
- Edit video animation.
- Use a range of sound effects, music and voice-overs .
- Capture, store, retrieve and edit digital images.
- Select and edit sounds, text, movie clips and other effects

Computing

Data

- Change variables in a spreadsheet to solve problems
- Make predictions and changes and check results.
- To enter formulae for the four operations (+-x/) into a spreadsheet
- To use 'SUM' to calculate the total of a set of numbers in a range of cells
- Create a spreadsheet and use it to solve problems.
- Plan an investigation using data logging technology.
- Carry out the investigation ensuring it is a fair test.
- Interpret results and draw conclusions.

E-Safety

- Discuss e-safety
 - Show awareness of personal safety
 - Create a campaign for e-safety awareness
 - Understand and abide by policies
- Be aware of ICT policies

Computing

Programming

KODU

- Create complex games.
- Create a user controlled sprite, automated sprites and peripheral characters with different behaviours.
- Use copying and creatable to create multiple characters.
- Shift camera angles in settings and in the code.
- Use timers, health monitors and power ups

SCRATCH

- Design their own game including sprites, backgrounds, scoring and/or timers.
- Their game uses conditional statements, loops, variables and broadcast messages.
- Their game finishes if the player wins or loses and the player knows if they have won or lost.
- Evaluate the effectiveness of their game and debug if required.

Communication & Collaboration

- Use advanced search functions.
- Use strategies to check the

		<p>reliability of information. (domain names and Wikipedia).</p> <ul style="list-style-type: none"> • Cloud computing. • Know how to sync files, upload and download files using cloud technology. • Blogging • Create a blog.
<p><u>Religious Education</u></p> <p>Islam</p> <ul style="list-style-type: none"> • Introduction to Islam - 5 pillars, symbol, place of worship, Holy book, where and who founded. • Key Beliefs • Muhammad • Mosque - features, routines, practice. • Prayer (& Prayer Beads) • The Hajj • Ramadan • Islamic beliefs about creation - compare to Christianity. • Muslim family visitors. <p>Festivals</p> <ul style="list-style-type: none"> • Harvest • Eid • Passover • Diwali and light as a symbol. 	<p><u>Religious Education</u></p> <p>Prayer</p> <ul style="list-style-type: none"> • What is prayer? • Types of prayer • Jesus's teaching on prayer • Experience prayer • Lives affected by prayer • Artefacts that help prayer • Postures and rituals <p>The Bible</p> <ul style="list-style-type: none"> • History - old testament events • Law • Proverbs • Prophecies • Gospels • Narrative - true accounts of new testament people • Parables • Letters <p>Revelations</p>	<p><u>Religious Education</u></p> <p>Jesus's Teachings</p> <ul style="list-style-type: none"> • Love one another • Zacchaeus - the tax collector • The calming of the sea. • The wise and foolish builders. • Sermon On The Mount • The Good Samaritan • Lost Parables <p>Heroes & Heroines</p> <ul style="list-style-type: none"> • Mother Teresa • Malala Yousafzai • Martin Luther King Jr • Gandhi • Nelson Mandela • Anne Frank • William Wilberforce

<ul style="list-style-type: none"> • Hanukkah • Christingle - Advent • Christmas 		
<p><u>History</u></p> <ul style="list-style-type: none"> • Who were the Vikings? • Albert the Great. • Viking myths and gods. • Decipher information from pictures and sources. • Warriors, weapons and invasions. • Battle of Hastings. 	<p><u>History</u></p> <ul style="list-style-type: none"> • The River Nile - why was it so important? • Make papyrus paper and hieroglyphics • Local history - the river Trent • Pottery industry and the river Trent 	<p><u>History</u></p> <ul style="list-style-type: none"> • Products through time • The Wright brothers • Thomas Edison • Alexander Bell • James Dyson • Leonardo Da Vinci • Steve's Jobs • Banksy
<p><u>Geography</u></p> <ul style="list-style-type: none"> • Locating countries on a map. • Travel and transport. • Viking explorers. • Digimaps 	<p><u>Geography</u></p> <ul style="list-style-type: none"> • Rivers - Field trips & case studies. • Locating rivers of the world using Digimaps, atlases, globes and computer mapping • Rivers of the world • Features of a river - understand and describe • The amazon • River Danube • Impact of rivers on communities • Purpose of rivers • Sketch maps 	<p><u>Geography</u></p> <ul style="list-style-type: none"> • Identify countries and continents on the globe • Recognise Northern and Southern hemispheres • Time zones. • New York • London • City case studies - compare and contrast • Urban culture - cities around the world

<p><u>Physical Education</u></p> <p>Invasion Games</p> <ul style="list-style-type: none"> • Netball • Hockey <p>Multi Skills</p>	<p><u>Physical Education</u></p> <p>Striking & Fielding</p> <ul style="list-style-type: none"> • Rounders • Kwik Cricket <p>Athletics</p>	<p><u>Physical Education</u></p> <p>Net & Wall</p> <ul style="list-style-type: none"> • Tennis <p>Gymnastics</p>
<p><u>Art</u></p> <ul style="list-style-type: none"> • Viking masks • 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] 	<p><u>Art</u></p> <ul style="list-style-type: none"> • River Monsters <p>To create sketch books to record their observations and use them to review and revisit ideas.</p>	<p><u>Art</u></p> <ul style="list-style-type: none"> • Graffiti • Banksy • Clothing Design • New York
<p><u>Design & Technology</u></p> <ul style="list-style-type: none"> • Cooking - Viking diet • Design & Make - Viking boats 	<p><u>Design & Technology</u></p> <ul style="list-style-type: none"> • Coastal Flood Shelters - Apprentice challenge. <p>Design, Annotate, Make, Test, Evaluate</p>	<p><u>Design & Technology</u></p> <ul style="list-style-type: none"> • Dragons den - inventor challenge. • Lava lamps • Design & Make - Robots with moving parts
<p><u>Modern Foreign Languages</u></p> <ul style="list-style-type: none"> • All about me • My family • Going to the zoo 	<p><u>Modern Foreign Languages</u></p> <ul style="list-style-type: none"> • Food and drink - link to D&T & cooking • 1 - 100 numbers • The world 	<p><u>Modern Foreign Languages</u></p> <ul style="list-style-type: none"> • Going to the doctors & illness • Going into town • Going shopping

<p><u>Music</u></p> <ul style="list-style-type: none"> • Brass 	<p><u>Music</u></p> <ul style="list-style-type: none"> • History of music <p>Improvise and compose music for a range of purposes using the interrelated dimensions of music</p>	<p><u>Music</u></p> <ul style="list-style-type: none"> • Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.
<p><u>PSHE</u></p> <ul style="list-style-type: none"> • Health & Wellbeing <p>(PSHE is taught discretely and through cross curricular learning across the year).</p>	<p><u>PSHE</u></p> <ul style="list-style-type: none"> • Living In The Wider World <p>(PSHE is taught discretely and through cross curricular learning across the year).</p>	<p><u>PSHE</u></p> <ul style="list-style-type: none"> • Relationships <p>(PSHE is taught discretely and through cross curricular learning across the year).</p>