



Yearly Curriculum Map 2019/20

Year Five

		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	Text	Secrets of a Sun King	The Princess' Blanket/ The Highwayman	The Viewer	Sensational	Street Child	Shackleton's Journey
	Genre Type	Fiction - Character Description (SM story) Non-fiction - Recount - Letter to a friend (Ugly sisters to cousin - PC writing models Yr5)	Poetry - Figurative (An extract from-The Highwayman)Non-fiction - Persuasion (SM Advert)	Fiction - Portal Story (SM the door) Non-fiction - Explanation (how a washing machine works)	Poetry - The Senses (text - The Magic of the Brain) Non-fiction - Recount (newspaper report) (PC Local hero wins medal)	Fiction - Story opening - building suspense and tension (Sneaking down stairs - Exemplification WGD -Frankie) Discussion (Should graffetti be made legal - Exemplification - Morgan)	Fiction - Myth (How night came - PC yr 5 Writing models) Non-Fiction - Instructions (How to trap an ogre - PC writing models Yr6)
Maths	Strand	Number- 4 OperationGeometry Measures	Number - F,D, P Measures	Number Fractions Measure - Time Statistics	Number- place value Position and Direction	Number - Word problems Measures Geometry	Number - revision F,D, P
Science	Prog. Of Study	Forces	Properties and changes of materials	Earth and Space	Animals including Humans	Properties and changes of materials	Living things and their habitats
	Focus/Skill	Gravity, Air resistance, Friction - Investigating	Comparitive and fair tests	Orbits	Life processes and life cycles	Changes of state	Classification
Paragon	Key Dates	400,000BC - 500BC	500BC - 1460	1460-1600	1600 - 1750	1825- 1900	1939 -1948
	Essential Qu.	How do we recognise a civilisation?	How can we tell what a civilisation values?	What can we learn about a civilisation from its great thinkers?	How does a civilisation build an empire?	How is a civilisation defined by an era?	How did people live in Britain during and after World War 2
	Theme	Egypt	Europe	Italy	British Empire	Victorian Industry	World War 2
Computing	Prog. Of Study	Communicating	Computer Literacy	Working with Images	Coding	Word Processing	Presentation
	Focus/Skill	Emails	3D Printing	Windows Picture Viewer	Rainforest Coding (Unit 5)	Table Input and Hyper-link	Power Point
E-safety		Be aware of how personal information can spread.	Be aware of 'pay to play' apps			Learn the ways in which search results can be skewed.	
Religious Ed.	Prog. Of Study	Buddhism and Christianity	Buddhism and Christianity	Buddhism and Christianity	Buddhism and Christianity	Buddhism and Christianity	Buddhism and Christianity
	Focus/Skill	Beliefs, Teachings, and Sources	Practices and Ways of Life	Expressing Meaning	Identity, Diversity and Belonging	Meaning, Purpose and Truth	Values and Commitments
Music	Prog. Of Study	Playing instruments / reading music	Playing instruments / reading music	Playing instruments / reading music	Playing instruments / reading music	Playing instruments / reading music	Playing instruments / reading music
	Focus/Skill	Meet my ukulele	Rhythmic awareness and ensemble	What is a chord?	Patterns	Expand chords and strumming techniques	Expand chords and strumming techniques
Physical Ed.	Prog. Of Study	Invasion Games	Gymnastics	Dance	Net/ wall	Striking and Fielding	Multi-skills and Athletics
	Focus/Skill	Netball	Creating a sequence	Responding to music	Tennis	Rounders	Running, throwing, jumping
PSHE	Prog. Of Study	Health and wellbeing	Health and wellbeing	Relationships	Relationships	Living in the wider World	Living in the wider World

PSHE	Focus/Skill	making choices, positive relationships, human rights	feelings, shared goals, community	emotions, discrimination, pressure groups	social pressure, managing dares, SRE	spreading disease, actions and consequences, enterprise	keeping safe, responding to others, economic choices
Art / DT	X Curricular Link	Objects and Meaning: Egyptian figures	Building castles	People in Action	Paragon event-tea party	Sense of Place	Pop art
	Focus/Skill	Painting	Construction	Movement	Cooking	Landscape	Colour/ict
Visits	X Curricular Link	Bexhill museum - Egypt			PGL (PE PHSE)	Preston Manor (Paragon)	