

Year 5 Curriculum Map



Planned half term	Year 5	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science	Love to Read links
1	Time Traveller	Art & Design	Interview people of different generations	Build a time machine!	Do we slow down as we get older?	Character study; Narrative - adventure; Leaflets; Free verse poetry; Quotations & poems	Photography; Great artists - Andy Warhol, Salvador Dali; Collage	Digital portraits; Data logging; Online research	Selecting materials	Changes in the local community	Changes over the last century	Time; Interpreting data	Discrete	Timing physical activity	Body changes approaching puberty; Meeting and talking with people; Reflecting on spiritual, moral, social and cultural issues; Setting personal targets; Feeling positive	Animals (including humans); Living things and their habitats; Working scientifically	Tom's Midnight Garden - Philippa Pearce
2	Off with Her Head!	History	Elizabeth I deathbed scene	The trial of Anne Boleyn	Why does a compass always point north?	Biographies; Poetry and riddles; News reports; Persuasive letters; Dialogue	Portraits; Sketching Tudor fashions; 3-D modelling	Research; Data handling; Presentation	Discrete	Historic maps	The Tudors	Discrete	Tudor music; Composition	Tudor dance	Rules and consequence	Discrete	Treason
3	Stargazers	Science	Visit an observatory or planetarium	Rocket launch	How do we know the Earth is round? Can we track the Sun? How do rockets lift off? Why do planets have craters? How does the Moon move?	Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Science fiction/graphic narrative	Printing; Design	Programming; Stop-frame animation	Selecting materials; Design research; Structures; Evaluation	Locating physical features	Significant individuals - Galileo Galilei, Isaac Newton; 1960's Space Race	Problem solving using measures	Space-inspired music and lyrics	Dance	Discrete	Earth and space; Forces; Working scientifically	Northern Lights - Philip Pullman
4	Scream Machine	Science	Visit a fairground, theme or adventure park	Design a drop ride	What do pulleys do? Why are zip-wires so fast? How do levers help us?	Poetry; Short narrative with dialogue; Signage and emails; Adverts; Non-fiction books	Photography and image editing	Digital photography; Creating digital maps; Effective online research; Logical reasoning and algorithms; Safe and respectful use of technology; Online discussion; Digital posters	Ride design; Programming models; Mechanical systems; Working models; Evaluation; Food	Theme parks in the UK and overseas	Discrete	Measures (money)	Discrete	Discrete	Discussion and debate	Forces; Properties of everyday materials; Mechanisms; Working scientifically	The Boy who swam with Pirahnas
5	Pharaohs	History	Mummification scene	Egyptian funeral preparations	Why does milk go off?	Chronological reports; Fact files; Research skills; Mystery stories; Play scripts	Drawing artefacts; Headwear; Hieroglyphic amulets	Discrete	Clay water carriers; Egyptian food; Model tombs and pyramids	Human and physical Features of Egypt; The River Nile; Tourism	Ancient Egypt	Discrete	Discrete	Discrete	Moral issues; Customs and beliefs; Role-playing Egyptian citizens	Discrete	Phoenix Code
6	Alchemy Island	Music	Chief Alchemist's riddle	Game soundtrack	Will it erupt? Do all solids dissolve? Can you clean dirty water? Which materials conduct heat?	Fantasy narrative; Non-chronological reports; Soliloquies; Poetry; Lyrics	Discrete	Digital photography; Debugging programs; Gaming	Electrical circuits; Designing a board game	Map reading; Using co-ordinates; Human and physical features	Discrete	Discrete	Composing; Recording and editing software; Atmospheric music; Graphic scores	Discrete	Discrete	Properties and changes of materials; Working scientifically	The Wizard of Earthsea - Ursula K. Le Guin