Year 5 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1 and 2
Theme	Myth and Legends	The Hobbit / Ancient Maya	A Monster Calls	Industrial Revolution	Tudors/ Shakespeare
Literacy	**Myths and Legends** Children explore the features of myths and legends across a number of extracts. Children then create their own myth with a magical mythical beast they have created. **Rap Poetry** To explore a number of poetry performances. To work on rhyming words and learning new sounds. Investigate colloquial language. See how word contractions work. Write in the style of a familiar poet. **Sentence work** To use different sentence openers To use similes, metaphors and personification. Create a bank of synonyms. Become aware of a range of homophones To use 1st, 2nd and 3rd person consistently.	**Instructions– How to make Gandalf's special potions,** Identify the features of written instructions Use a variety of imperative verbs and adverbs in our writing. Use a variety of time openers in our writing. Understand when brackets can enhance writing. Write an opening statement to interest the reader. Give clear, explicit instructions that tell the reader exactly what they need to do. Write for different audiences **Persuasive letters** **Description and speech.** To understand the key features of creating suspense and tension in writing. Write character and scene descriptions To start a new line for speech Understand how to write for the reader and the importance of word connotations. Use capitals for emphasis and ellipsis for pauses. **Sentence work** Understand the use of colons and semicolons To use expanded noun phrases Use a variety of sentence openers Use complex sentences and embedded clauses. Use modal verbs and adverbs.	**Ballad Poetry— Write a poem to include imagery and personification based on the main character from the text.** Investigate new vocabulary and understand how words can bring a picture to life. Word selection and understanding the skill of inference. **Diary Entry** Using the text, focus on the story from the boy's perspective. Look at his emotions and record his nightly encounters with the Monster. **Narrative: Creation of suspense and mystery.** Using the novel for guidance, create a narrative to include all the skills associated with suspense writing. **Sentence work** **To use personification.** Add description & elaboration to writing Use adverbials to link paragraphs To distinguish between different homophones Distinguish between Active and passive voice. Use brackets.	**Newspaper Reports– Write a report life during the industrial revolution.** Revise the key features of newspaper reports. Create eye-catching headlines. To include both direct speech and reported speech. Gather information and record it in note form **Persuasive writing** Read some persuasive pieces and look at how advertisements persuade us to buy things. Construct a piece of work to persuade someone to come to this school. To distinguish between formal and informal writing. Understand how to use paragraphs and build cohesion across paragraphs. **Poetry– Structure** Understand the structure of a Haiku Write a Haiku poem Understand the structure of a Cinquain poem Write a Cinquain poem. Write a Tanka poem Perform with confidence and expression	**Classic Fiction– Macbeth** Read and respond to the text Understand why different language has been used. Understand why clues are given. Write in the style of Shakespeare. **Discussion** To understand the features of discussion. To speak and write in formal language. **Recount** To Understand the features of a recount. To write a recount about the school sports day. **Sentence work** To use passive verbs Use the perfect form of verbs Use relative clauses **Biography– Famous Person in history** Children learn about Alexander Graham Bell and how he invented the telephone. They then research somebody of interest to them and write a short biography.

Numeracy				
Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit .

Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000.

Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.

Solve number problems and practical problems that involve all of the above add and subtract whole numbers with more than 4 digits.

Add and subtract numbers mentally with increasingly large numbers.

Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.

Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

Multiply and divide numbers mentally drawing upon known facts. | Identify multiples and factors Know and use the vocabulary of prime numbers, prime factors and composite (non- prime) 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.

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.

Recognise and use square numbers and cube numbers.

Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes.

Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign.

Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre).

Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints. | Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.

Compare and order fractions whose denominators are all multiples of the same number.

Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.

Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, 5 2/5 + 4/5= 6/5 = 1 1/5].

Add and subtract fractions with the same denominator and denominators that are multiples of the same number multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.

Read and write decimal numbers as fractions [for example, 0.71 = 71/100 recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.

Round decimals with two decimal places to the nearest whole number and to one decimal place.

Read, write, order and compare numbers with up to three decimal places.

Solve problems involving number up to three decimal places. | Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.

Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes.

Estimate volume [for example, using 1 cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water].

Solve problems involving converting between units of time.

Use all four operations to solve problems involving measure using decimal notation, including scaling.

Identify 3-D shapes, including cubes and other cuboids, from 2-D representations. Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.

Draw given angles, and measure them in degrees (o) Identify:
-angles at a point and one whole turn (total 360o)
- angles at a point on a straight line and a turn (total 180o)
-other multiples of 90o

Use the properties of rectangles to deduce related facts and find missing lengths and angles.

Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed. | Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.

Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.

Solve problems which require knowing percentage and decimal equivalents of ½, ¼, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.

Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

Complete, read and interpret information in tables, including timetables.

Solve comparison, sum and difference problems using information presented in a line graph |

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Theme	**Myth & Legends**	**Ancient Maya**	**Fantasy & Imagination**	**Industrial Revolution**	**Tudors/Shakespeare**
Science	**Living things and their habitats** Children find out and describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird. Children describe the life process of reproduction in some plants and animals.	**Famous scientists** Children will become aware of famous scientist and their discoveries.	**Properties and changes of materials** Children compare and group together everyday materials on the basis of their properties. Children will know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution. Children will use knowledge of solids, liquids and gases to decide how mixtures might be separated. Children will understand reversible and irreversible changes.	**Earth and space** Children describe the movement of the Earth, and other planets, relative to the Sun in the solar system. They find out and describe the movement of the Moon relative to the Earth. They describe the Sun, Earth and Moon as approximately spherical bodies. Children use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky.	**Forces** Children will understand that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object. They will identify the effects of air resistance, water resistance and friction, that act between moving surfaces. Children will recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect **Animals, including humans** describe the changes as humans develop to old age
Coverage by other subjects **Geography** **History** **Art** **D.T** **PSHE** **Computing** **R.E** **P.E**	Learn about South America, its countries and cities. Children design and make polystyrene stamps. Using the stamps, children decorate shawls for scarves for the class assembly costumes. New beginnings Understand the basic operations in a visual coding program. Plan a Scratch animation Program a scratch animation Judaism-Sacred texts Cricket, batting and Fielding	Understand similarities and difference of human and physical geography of a region of the UK, Europe and N or S America Getting on and falling out/Say no to bullying Ancient Maya Civilization Design an ancient Maya headdress Design a Christmas bauble. Use geometric shapes to create objects Use graphical modelling to explore alternatives and identify patterns and relationships Use a 3D graphical program to create objects. Christianity-Sacred texts Football	Locate European countries including Russia and N+S America. Look at environmental regions, capital cities, physical and human characteristics. Name and locate counties and cities in UK. Human and physical geography. Understanding hemispheres, equator, time zones Design and make dream catchers using a weaving technique Going for goals Use key words and symbols to search for specific information on the internet To critically evaluate website authenticity To use the Internet to locate place and countries around the world. Show an awareness of keeping	Children will look at land use patterns in Manchester before, during and after the Industrial Revolution. Children will look into types of settlement and land use, economic activity including trade links. Shading techniques and photo transfers. Design a space rocket using a range of materials. Good to be me Understand that mathematical models can be explored using a spreadsheet. Use formula to calculate a sum. Change data within a spreadsheet. Graph results from a spreadsheet Hindu-Sacred texts Dance and outdoor games	Use the 8 points of a compass, grid references, symbols and create a key to build knowledge of the UK and the wider world Use maps, atlases and globes to locate countries and describe features studied. The Tudors Children design and make Tudor containers. Tudor cooking Relationships/changes To understand how robotics are used Construct a Robotic model Create a simple program to operate a robot. Create a more complex program using variables. Produce, Edit & Publish Media Buddha and Islam-Sacred texts Athletics and sports week.