

# Townsend Primary School - Year 5 Curriculum Map

KS2	Autumn(1)	Autumn (2)	Spring (1)	Spring (2)	Summer (1)	Summer (2)
<b>English</b>	Beowulf (narrative writing and playscripts).	A Christmas Carol (playscripts). Little Match Girl (narrative writing).	Highway man (poetry/narrative/diary writing).	Treasure Island (character descriptions and narrative writing).	Titanic (postcards, newspaper reports, letter writing).	Myths and Legends (myths).
<b>Maths</b>	<b>Number</b> (Number and place value) <b>Number</b> (Decimals and place value) <b>Number</b> (Addition and Subtraction) <b>Geometry</b> (Properties of Shape (2D) and Angles) <b>Number</b> (Multiplication) <b>Number</b> (Division)	<b>Number</b> (Fractions) <b>Number</b> (Percentages) <b>Measurement/ Statistics</b> (Time) (2 days) (reading time tables) (3days) <b>Measurement</b> (Mass and Capacity) <b>Number</b> Multiplication and division (Mental Methods) <b>Geometry</b> (Position and direction)	<b>Number</b> (Number and place value) <b>Number</b> (Negative Numbers and Roman Numerals) <b>Number</b> (Addition and Subtraction) <b>Geometry</b> (Properties of Shape (2D) including angles <b>Number</b> (Multiplication) <b>Number</b> (Division)	<b>Number</b> (Fractions) <b>Number</b> (Fractions, Decimals and Percentages) <b>Measurement &amp; Puma/ Pira Tests</b> (Length, Perimeter, Area and Volume) <b>Statistics</b> <b>Number</b> (Addition and Subtraction) (Mental Methods and problem solving)	<b>Number</b> (Number and place value) <b>Number</b> (Decimals, place value and Addition and Subtraction <b>Measurement</b> (Length, perimeter, area and volume) <b>Geometry</b> (Properties of Shape (2d & 3d) <b>Number</b> (Multiplication) <b>Number</b> (Division)	<b>Number</b> (Fractions, decimals and percentages) <b>Measurement</b> (Units of measurement) <b>Geometry/ Statistics</b> Position and Direction <b>Number</b> (Multiplication and division (mental methods) <b>Number</b> (Addition and Subtraction - mental methods. Problem solving (involving all operations) <b>Measurement</b> (Length, Mass and Capacity – problem solving)
<b>Science</b>	Earth and space <b>Scientific skill: identifying scientific evidence that has been used to support or refute ideas or arguments.</b>	Properties and the changes of materials <b>Scientific skill: reporting and presenting findings from enquiries, including conclusions, casual relationships and explanations of degree of trust in results, in oral and written forms such as displays and other presentations.</b>	Forces <b>Scientific skill: taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate.</b>	Living things and their habitats (animals) <b>Scientific skill: recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs</b>	Living things and their habitats (plants) <b>Scientific skill: planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.</b>	Animals including humans <b>Scientific skill: recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs</b>
<b>Art &amp; Design</b>		Cityscapes	People in Action		Leonardo da Vinci	
<b>DT</b>	Viking boats			Sewing		Making a Pizza
<b>Geography</b>		The United Kingdom	Investigating Rivers		South America	
<b>History</b>	Vikings vs Anglo-Saxons			The Indus Valley		Who were the Ancient Greeks?
<b>Cross Curr ICT</b>	<b>Digital Publication (Science)</b> Create a PowerPoint slide with an animation (using animation paths) of planets moving around the sun	<b>Digital Media (DT)</b> Take black and white photos of cityscapes and use Pixlr Express to add filters and effects	<b>Digital Research (Geography)</b> Use Google Maps Satellite view to explore river features and Nat Geog Map Maler to measure their length	<b>Digital Research (History)</b> Use Kid Rex Search Engine to find out about the Indus Valley and make notes for a report	<b>Digital Research (Art)</b> Use British Library Turning The Pages website to explore digitized versions of da Vinci's notebooks	<b>Data Handling (Science, Maths)</b> Use PM 2 Graph and Excel to create graphs of science results and maths data
<b>Computing</b>	<b>Using Technology Safely</b> • Communicating Online • Personal Information • Staying Safe/Getting Help	<b>Coding and Programming</b> • Algorithms and Decomposition • Programming on screen • Sequence, Repetition, Selection • De-bugging	<b>Computer Games</b> • Playing and analysing games • Creating computer games • Identifying/correcting errors • Problem solving/improvement	<b>Real World Technology</b> • Networks and the Internet • Real world control systems • Impact of tech on society • Robots and sensors	<b>Coding and Programming</b> • Algorithms and Decomposition • Programming on screen • Sequence, Repetition, Selection • De-bugging	<b>Using Technology Safely</b> • Social Networking • Being Responsible • Reporting Concerns
<b>Languages</b>	Spanish – Likes and Dislikes	Spanish – I am the music man	Spanish – On the way to school	Spanish – At the beach	Spanish – The four seasons	Spanish – The planets
<b>Music</b>	Southwark Music Service - Ukulele		No Music		No Music	
<b>PE</b>	<b>Football</b>	<b>Gymnastics / Dance</b>	<b>Tag rugby</b>	<b>Problem solving</b>	<b>Swimming</b>	<b>Netball / Athletics</b>
	<b>Judo</b>					
<b>PHSE</b>	PATHS Programme – Getting started and Problem Solving		Coverage of topics from PATHS Programme		Coverage of topics from PATHS Programme	
<b>RE</b>	What inner forces affect how we think and behave?	How is Christmas celebrated throughout the world?	How do Christians try and follow Jesus example?	Why is Mohammed and the Qu'ran important to Muslim people? (Part1&2)	Animal lawsuit OR Thankfulness	What do religions and world views believe about God?