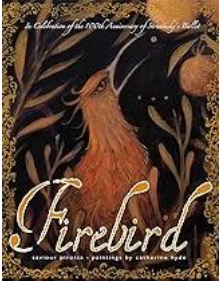
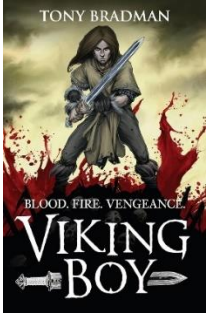
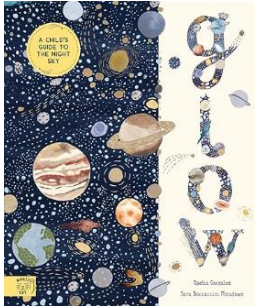
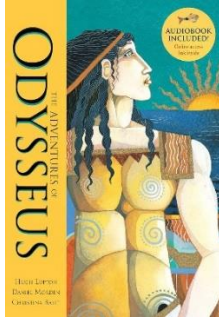
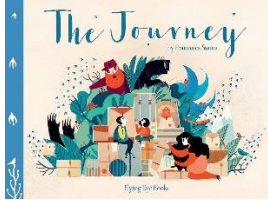
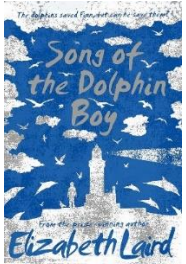


Year Five Curriculum Map 2024/25

Curriculum Area	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	<p>Cultural Fiction</p>  <p>Firebird by Saviour Pirotta</p>	<p>Historical Fiction</p>  <p>Viking Boy by Tony Bradman</p>	<p>Non fiction</p>  <p>A Children's Guide to the Night Sky by Noeila Gonzalez</p>	<p>Classical literature</p>  <p>The Adventures of Odysseus by Hugh Lupton</p>	<p>Current affairs fiction</p>  <p>The Journey by Francesca Sanna</p>	<p>Fiction narrated by boys</p>  <p>Sons of the Dolphin Boy by Elizabeth Laird</p>
Maths	<p>Place value, Addition and Subtraction</p>	<p>Multiplication and division A Multiplication and division B</p>	<p>Fractions A Fractions B Decimals and Percentages</p>	<p>Negative numbers Converting units Measurement: Volume</p>	<p>Statistics Perimeter and area</p>	<p>Shape Position and direction</p>
Science	<p><u>Properties/changes of materials</u> Comparing Identify</p>	<p><u>Properties/changes of materials</u> Identify Classify</p>	<p><u>Earth and space</u> Comparing Identify</p>	<p><u>Forces</u> Classifying Comparing Identifying</p>	<p><u>Animals including humans</u> Observation Classify Identify</p>	<p><u>Living things and their Habitats</u> Observation Classify Identify</p>
History & Geography	<p><u>Geography</u> Using an atlas, compass points and routes</p>	<p><u>History</u> Vikings</p>	<p><u>Geography</u> Mountains, volcanoes and earthquakes</p>	<p><u>History</u> Ancient Greece Empire</p>	<p><u>Geography</u> Power renewable and non-renewable sources</p>	<p><u>History</u> Early Islamic civilisation Empire</p>

Art / Design Technology	<u>Design and Technology</u> Embroidery	<u>Art</u> Drawing	<u>Design and Technology</u> Savoury Biscuits	<u>Art</u> Painting	<u>Design and Technology</u> STEM	<u>Art</u> 3D art
P.E.	<u>Games</u> Accuracy, co-ordination, dribbling, moving, striking, competition	<u>Dance</u> Styles, creative movements, feedback, composition	<u>OAA</u> Knowledge compass, directions, map	<u>Gymnastics</u> Shape, position, sequencing, feedback, knowledge	<u>Athletics</u> Knowledge, run, jump, throw	<u>Striking games</u> Recap
Computing	Computing systems and Networks	Creating Media- Video Production	Programming A- Selection in Physical Computing	Data & Information	Creating Media- Vector Drawing	Programming B- Selection in Quizzes
P.S.H.E.	What makes a community?	How can we be safe online and use social media?	What does discrimination mean?	What makes us enterprising?	How do we grow and change?	What makes us enterprising?
Music/French	Composition	Bon appetit! (Enjoy your meal)	Pulse, dynamics, Tempo and Rhythm	En route pur l'ecole (on the way to school)	Ostinato	Scene de plage (Beach scene) Monter un café (creating a café)
Religious Education	What makes a community?	Why is prayer important?	Belief about God	What does it mean to be Christian?	Why are sources of wisdom important?	Justice and poverty