

	YEAR FIVE								
TERM	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
THEME	Settlements	Invaders	Space	We Are All the Same, But Different	Raging Rivers	Water Aid			
Virtues:	Kindness	Courage	Honesty	Tolerance	Respect	Responsibility			
English	Texts: Viking Boy by Tony Bradman Fiction: Myths and Legends Non-Fiction: Newspaper Report Non-Fiction: Non-Chronological Report	Texts: Beowulf by Michael Morpurgo Fiction: Story based in a historical setting: Non-Fiction: Information Leaflet: Non-Fiction: Explanation Text:	Texts: Cosmic by Frank Cottrell Boyce Fiction: Poetry: Figurative Language Non-Fiction: Non-Chronological Report: Non-Fiction: Biography:	Texts: The Tempest by W. Shakespeare Fiction: Play script Fiction: Poetry: Rap Non-fiction: Newspaper Reports	Texts: Journey to the River Sea by Eva Ibbotson Fiction: Diary Entry Non-Fiction: Newspaper Report Non-Fiction: Information Texts	Texts: Kensuke's Kingdom by Michael Morpurgo Fiction: Mystery Story Non-Fiction: Formal Letters Fiction: Poetry			



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Maths	Number: Place Value Number to 10,000 Roman numerals to 1,000 Round to the nearest 10, 100 and 1,000 Number to 100,000 Compare and order numbers to 100,000 Round numbers within 100,000 Numbers to a million Counting in 10s, 100s, 1,000s, 10,000s and 100,000s Compare and order numbers to a million Round numbers to a million Negative numbers Number: Addition and Subtraction Add whole numbers with more than 4-digits (column method) Subtract whole numbers with more than 4-digits (column method) Round to estimate and approximate Inverse operations (addition and subtraction) Multi-step addition and subtraction problems	Statistics Read and interpret line graphs Draw line graphs Use line graphs to solve problems Read and interpret tables Two way tables Timetables Number: Multiplication and Division Multiples Factors Common factors Prime numbers Square numbers Cube numbers Inverse operations (Multiplication and Division) Multiply by 10, 100 and 1,000 Divide by 10, 100 and 1,000 Multiply and divide by multiples of 10, 100 and 1,000 Measurement: Perimeter and Area Measure perimeter Calculate perimeter Find unknown lengths Area of rectangles Area of compound shapes Estimate and approximate area	Multiplication and Division Multiply 4-digits by 1-digit Multiply 2-digits (area model) Multiply 2-digits by 2-digits Multiply 3-digits by 2-digits Multiply 4-digits by 2-digits Divide 4-digits by 1-digit Divide with remainders Fractions Equivalent fractions Improper fractions to mixed numbers Mixed numbers to improper fractions Number sequences Compare and order fractions less than 1 Compare and order fractions greater than 1 Add and subtract fractions Add fractions within 1 Add 3 or more fractions Add mixed numbers	Subtract fractions Subtract mixed numbers Subtract – breaking the whole Subtract 2 mixed numbers Multiply unit fractions by an integer Multiply non-unit fractions by an integer Multiply mixed numbers by integers Fraction of an amount Using fractions as operators Number: Decimals Decimals up to 2 d.p. Decimals up to 2 d.p. Decimals as fractions Understand thousandths Thousandths as decimals Rounding decimals Order and compare decimals Understand percentages Percentages as fractions and decimals Equivalent F.D.P.	Adding decimals within 1 Subtracting decimals within 1 Complements to 1 Adding decimals — crossing the whole Adding decimals with the same number of decimal places Subtracting decimals with the same number of decimal places Adding decimals with a different number of decimal places Subtracting decimals with a different number of decimal places Adding and subtracting wholes and decimals Decimal sequences Multiplying decimals by 10, 100 and 1,000 Dividing decimals by 10, 100 and 1,000	Geometry: Properties of Shape Measuring angles in degrees Measuring with a protractor Drawing lines and angles accurately Calculating angles on a straight line Calculating angles around a point Calculating lengths and angles in shapes Regular and irregular polygons Reasoning about 3-D shapes Geometry: Direction and Position Position in the first quadrant Reflection Reflection with coordinates Translation Translation with coordinates Measurement: Converting Units Kilograms and kilometres Milligrams and millilitres Metric units Imperial units Converting units of time Timetables Measurement: Volume What is volume? Compare volume Estimate capacity			

Excellence Seva Virtues Aspiration



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Science and Scientific enquiry	Properties and changes of materials (properties of materials) Compare and group together everyday materials Give reasons, based on evidence, for the particular uses of everyday materials	Properties and changes of materials (changes of materials) Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution Use knowledge of solids, liquids and gas to decide how mixtures might be separated Demonstrate that dissolving, mixing and changes of state are reversible changes Explain that some changes result in the formation of new materials, (non-reversible) including changes associated with burning and the action of acid on bicarbonate of soda	Earth and Space Describe the movement of the earth and other planets relative to the sun in the solar system Describe the movement of the moon relative to the Earth Use the idea of the Earth's rotation to explain day and night	Forces Explain that unsupported objects fall towards Earth because of the force of gravity. Identify the effects of air and water resistance, and friction. Recognise that some mechanisms allow a smaller force to have greater effect	Living things and their habitats Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird Describe the life process of reproduction in some plants and animals	Animals including humans Describe the changes as humans develop to old age.			
Science capital ideas	Make a test centre for fabrics for different people around the world	The fastest dissolving sugar test	Visit Leicester Space Centre	Make and model a rocket to demonstrate	Dissect a flower	Bring photos from home to observe changes from baby to childhood.			

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EVENTS	Bandi Chorr Hello/Yellow Mental Health Black History Month	Day	Guru Nanak Gurpurab Chaar Sahibzaade Remembrance Day Christmas		Virtual visit to a Gurdwara Safer Internet Day World Book Day		
RE	U2.1 Why do some people	believe God exists?	U2.4 If God is everywhere, why Celebration link: Vaisakhi and G	go to a place of worship? urdwara visit	U2.6 What does it mear Britain today? link- Ramadan and Eid		
Theme:	Families and Friendships. Safe Relationships	Respecting Ourselves and Others	Belonging to a Community. Media Literacy and Digital Resilience	Money and Work	Physical Health and Mental Wellbeing. Growing and Changing	Keeping Safe	
PHSE	Managing friendships and peer influence. Physical contact and feeling safe.	Responding respectfully to a wide range of people; recognising prejudice and discrimination.	Protecting the environment; compassion towards others. How information online is targeted different media types, their role and impact.	Identifying jobs interests and aspirations; what influences career choices; workplace stereotypes.	Healthy sleep habits; sun safety; medicines, vaccinations, immunisations and allergies. Personal identity; recognising individuality and different qualities; mental wellbeing.	Keeping safe in different situations, including responding in emergencies and, first aid and FGM.	
	Taking Care Rights and Responsibilities, Feelings Safe Feelings, Fun to Feel Scared and Early Warning Signs "There is nothing so awful we can't talk about it with someone", Secrets and Networks Using Networks	Black History Month Focus on Olive Morris					
History	Britain's settlement by Anglo-Saxons and Scots The dark ages	The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor					

Excellence Seva Virtues Aspiration



Geography			Looking at South	Water aid
			America (Brazil)	Looking at look at
			compared and	charity organisations
			contrasted to UK with	provide water aid in
			focus on Amazon	third world countries.
			River	 Khalsa Aid

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Computi ng & E safety	iProgram Unit 1 Understand that computer programs containing graphics use x y coordinates and turns are measured in degrees Use conditional (if) statements understand that some variables can only be true of false (boolean) Understand that programs can do different things if the value of a boolean variable is true or false (conditional statements) Create a game that senses events on screen Program statements that make something happen in response to events on screen Understand what a variable is and why they are useful	iDraw Understand that digital tools can be used to create images Understand that vector images are made up of shapes and lines Use digital tools to improve detail in images Understand that vector images are constructed of layers Design vector images Create vector images Evaluate images and make improvements	iCrypto Understand that messages can be sent and received secretly Learn encrypt/decrypt simple messages understand signalling is a form of communication Communicate simple messages through signals understand that messages can be sent electronically over distances Understand that data can be transmitted as binary (on or off) Understand that messages have been encrypted/decrypted throughout time Understand the algorithm of a simple shift cipher Use frequency analysis to decipher encrypted text understand the importance of cryptography historically and today Understand how the Enigma Machine operates	iWeb Understand that the world wide web is one of the services offered on the internet Know that the world wide web consists of many websites and web pages that can be accessed using the internet Understand that many people remix content to work on the world wide web Know that websites are written in HTML know that HTML gives a web page structure Change a picture on a web page read basic HTML code Understand how HTML provides structure for web content Use research for the creation of a website Upload an image for insertion into a website	iProgram Unit 2 How to create a world and control a character using the Kodu programming environment Use conditional statements in computer programs (When.Do) program an object to move towards another by sequencing statements amend a computer program to accept user input Program objects to move along paths Understand how to create 'levels' in a computer game Understand that computer programs need to be designed Know what to think about when designing a computer program	iSafe Explore and Identify methods of communication Understand why people communicate. Understand the risks and benefits of various modes of communication. Explore the ways in which pupils communicate Understand the concept of personal and private information. Understand safety rules and responsible behaviour when using new technologies. Explore how and why we share information, give information, give information. Understand the concept of personal safety in real life and online life			



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			and private information.

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Spanish	Revising numbers and telling the time Children will learn say the time on the hour and minutes past the hour, whilst linking their previous learning of the days of the week through role plays and games.	Parts of the body and feeling unwell Children will be able to recognise and say parts of the body. They will also learn to read the written word for each body part through flash cards and songs. Children will also be able to say what is wrong with them if they are feeling unwell.	New food and drinks Children will learn to say some new foods that they like and dislike, in addition to what they have previously learnt. There will be a focus on correctly using the language to order food in a café or at the market by having the children partake in role-playing activities.	Likes and dislikes Children will be able to elaborate further on the things they like and dislike by matching phrases and creating short statements. Children will be encouraged to give their opinions in Spanish and build on their proficiency of holding a conversation.	Weather and transport Children will be able to talk about the weather and read and understand different weather phrases. Children will learn how to follow and give simple directions and be able to read and understand a short description of a journey. There will be some revision of the different modes of transport from previous learning.	Clothing and shops Children will gain an understanding of how to name different items of clothing, and how to describe those using colours. Children will be able to say the clothes they wear on different occasions and give their opinion about them.



Seva School CURRICULUM

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Virtues:	Kindness	Courage	Honesty	Tolerance	Respect	Responsibility
PE	Music and Movement Developing stronger movements, jumps, balances and aerobic work in a more consistent manner and quality over a longer period of time. Compose motifs and plan routines creatively and collaboratively within groups. Adapt and refine the way they use weight, space and rhythm in their dances to express themselves in the style of the dance they use. Perform different style of dances clearly and fluently. Organise their own warm- up and cool-down exercises.	BOYS Badminton Hold and swing racket and where to stand on the court when hitting, catching and receiving. Hit the ball on both sides of the body and above head. Use different types of shots during a game. Improve accuracy. Explain why they or others are playing well in the games. Know what they need to get better at and what to practice. Know how to change court to make easier. Understand practices to help with precision and consistency and speed about the court. Swimming	Football Show ways to keep ball away from defenders. How to shield the ball. Change speed, direction with ball to get away from defender. Shoot accurately in a variety of ways. Mark an opponent. Watch and evaluate the success of the games they play in. Identify parts of the game that are going well and parts that need improving. Explain how confident they feel in different positions. Suggest what they need to practice to enjoy game more. Change pitch size to make games better. Swimming	Gymnastics Develop knowledge of travel, balance, body tension, roll(s) and routine. Create, practise and refine longer, more complex sequences including changes in levels, direction and speed. Choose actions, body shapes and balances from a wider range of themes and ideas. Be able to link and perform multiple sequential elements. up to 8.	Athletics Understand and demonstrate the difference between sprinting and running for sustained periods. Know and demonstrate a range of throwing techniques. Throw with some accuracy and power into target area. Perform a range of jumps showing consistent techniques. Play different roles in small groups.	Striking and fielding Games. Strike a bowled ball with some accuracy, using a range of fielding skills, e.g. catching, bowling, intercepting, with growing control and consistency. Work collaboratively with others. Use and apply basic rules consistently and fairly.
		Football Show ways to keep ball away from defenders. How to shield the ball. Change speed, direction with ball to get away from defender. Shoot accurately in a variety of ways. Mark an opponent. Watch and evaluate the success of the games they play in. Identify parts of the game that are going well and parts that need improving. Explain how confident they feel in different positions.	Badminton Hold and swing racket and where to stand on the court when hitting, catching and receiving. Hit the ball on both sides of the body and above head. Use different types of shots during a game. Improve accuracy. Explain why they or others are playing well in the games. Know what they need to get better at and what to practice. Know how to change court to make easier. Understand practices to help with precision and consistency and speed about the court.	Gymnastics Develop knowledge of travel, balance, body tension, roll(s) and routine. Create, practise and refine longer, more complex sequences including changes in levels, direction and speed. Choose actions, body shapes and balances from a wider range of themes and ideas. Be able to link and perform multiple		



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		Suggest what they need to practice to enjoy game more. Change pitch size to make games better. Swimming	Swimming	sequential elements. up to 8.		
Art & DT (cooking)	Design and make Anglo-Saxon brooches Textiles - Planning, working with tools, equipment, materials to make quality products, evaluate processes and products	Design and make scones: bake off Cooking - Planning, working with tools, equipment, materials to make quality products, evaluate processes and products	Spacescapes inspired by the Hubble telescope Painting, collage, print medium	Frida Kahlo – self-portraits artist Drawing, painting, inspiration from artists	River Landscapes Pastels and watercolours	Modroc Wave Sculpture Planning, working with tools, equipment, materials to make quality products, evaluate processes and products
Music	Exploring Pulse and Rhythm	Exploring Sounds	Exploring Sound Sources	Exploring Lyrics and Melody	Performing Together	Exploring Musical Processes