



Year 5 - Curriculum map



Planned half term	Year 5	Subject focus	Memorable experience	Innovate challenge	Love to Read links	Love to Investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Stargazers	Science	Visit an observatory or planetarium	Rocket launch	Northern Lights - Philip Pullman	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
2	Peasants, Princes & Pestilence	History	Meet 'Pestilence'	Prevent a plague outbreak		How clean are your hands? What is the life cycle of a mealworm?	Narrative using personification; Journals; English poetry; Persuasive speech; Letters	Discrete	Collecting, evaluating and presenting data and information	Sketch books; Printmaking; historical recipes	Using maps	14th century England	Position and direction	Composing and singing	Dance; Historical games; Battle enactment	Discrete	Working scientifically; Living things
3	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
4	Tomorrow's World	Computing	Interview a web-designer, blogger or podcaster	Spy school website	Stormbreaker - Anthony Horowitz	Can you see through it? Can you turn a light down? What is a reflection? How does light travel?	Email and blogs; Newspaper reports; Websites; Thriller narratives; Podcasts	Logo design	Effective and safe online research; Computer networks; Algorithms; Using logical reasoning; Downloading music; Website design; 'Text' language	Key individuals in design and technology; Assistive technologies; Programming, monitoring and controlling products; Website header design; Product design	Discrete	History of computing	Discrete	Discrete	Discrete	Jobs of the future; Explaining opinions	Light; Electricity
5	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
6	Beast Creator	Science	Visit a butterfly, insect or tropical house	Design a super-mini-beast	Charlotte's Web - E.B.White	Why do birds lay eggs? How do worms reproduce?	Non-chronological reports; Instructions and advertisements; Comic strips; Limericks and kennings; Fantasy narrative	Drawing; Perspectives	Research and presentation	Model making	Local fieldwork; Contrasting locations	Discrete	Measurement; Statistics	Discrete	Discrete	Debating ethical issues	Living things and their habitats
6	Allotment	Geography	Visit an allotment	Hold a farmer's market		How many potatoes can you grow? Do dock leaves cure a sting?	Non-chronological reports; Instructions; Explanations; Narrative; Poetry	Botanical drawing and painting; Wire sculpture	Using the web; Word processing	Cooking and nutrition; Making planters; Making structures for growing plants	Land use; Food origin; Geographical skills and fieldwork; Map work; Climate	Discrete	Recording data; Selling produce	Discrete	Discrete	Taking responsibility	Plant reproduction and lifecycles; Lifecycles of mammals, amphibians, insects and birds; Working scientifically

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