

Bishop William Ward Curriculum Map: Year 5**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Title	Going for Gold: The Ancient Greeks		France		Ancient Egypt	
English	<p>During the course of the year, through a variety of genres (as set out below) children will learn to:</p> <ul style="list-style-type: none"> *plan and develop their own writing *develop and write with a greater sense of audience and style *describe more detailed description of characters, settings, atmosphere and incorporate meaningful dialogue that advances the story line *write with accurate punctuation in longer passages and incorporate a variety of length sentences – for dramatic effect *use more adventurous vocabulary to convey shades of meaning *edit and improve their writing, following grammatical rules, consistent tense and subject/verb agreement *perform their own compositions with a sense of performance *use commas, hyphens, brackets, dashes or commas, semi-colons, colons, dashes and bullet points to clarify meaning *reading, understanding and discussing an increasingly wide range of fiction, poetry, plays, non-fiction and reference books or textbooks *ask questions to improve their understanding *draw inference eg: characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence *write with legibly, fluently and with increasing speed in a joined handwriting style 					
	Genres 1:1 Modern Fiction/mythology: Percy Jackson	Genres 1:2 Explanations Classic poetry	Genres 2:1 Suspense writing	Genres 2:2 Argument & debate: France Poetry to read aloud, write and perform:	Genres 3:1 Sci-fi stories: Avatar Reports & journalistic writing: Howard Carter's Discovery	Genres 3:2 Plays: Shakespeare - Macbeth
Mathematics	<p>Read, write, compare and order 5-digit numbers understanding the place value and using < and > signs add and subtract multiples of 10, 100 and 1000 to and from 5-digit numbers use written addition to add two 4-digit numbers work systematically to spot patterns Add and subtract 2-digit numbers mentally choose a strategy for solving mental additions or subtractions solve word problems Understand place value in decimal numbers multiply and divide numbers with up to two decimal places by 10 and 100 multiply and divide by 0 and 100 add and subtract 0.1 and 0.01 multiply and divide by 4 by doubling or halving twice use mental multiplication strategies to multiply by 20, 25 and 9 Revise converting 12-hour clock times to 24-hour clock times find a time a given number of minutes or hours and minutes later; calculate time intervals using 24-hour clock format measure lengths in mm and convert to cm find perimeters in cm and convert cm to m Solve subtraction using a written method for 3-digit – 3-digit numbers and for 4-digit numbers use counting up (Frog) as a strategy to perform mental subtraction find change from a multiple of ten pounds using counting up</p>	<p>Recognise which numbers are divisible by 2, 3, 4, 5, 6, 9 and 25 and identify multiples find factors compare and place fractions on a line find equivalent fractions and reduce them to their simplest form Use mental strategies to multiply and divide multiples of 10 and 100 use a written method to multiply 3-digit and 4-digit numbers by 1-digit numbers and estimate answers divide 3-digit numbers by 1-digit numbers using a written method and express remainders as a fraction Use a protractor to measure and draw angles in degrees recognise, use terms and classify angles as obtuse, acute and reflex recognise that angles on a line total 180° and angles round a point total 360° identify and name parts of a circle including diameter, radius and circumference draw circles to a given radius using a pair of compasses relate angles to turns, and recognise that a 360° angle is a complete turn use angle facts to solve problems related to turn Place numbers to 100 000 and decimals up to two places on a line, round numbers to the nearest 10, 100 and 1000 and decimals up to two places to the nearest whole number compare and order numbers with up to two decimal places reduce fractions to their simplest form know and recognise equivalent fractions and decimals to half, tenths and fifths Revise mental and written addition and subtraction strategies choose to use a mental strategy or written method to solve addition and subtraction choose to solve multiplication and division questions including 2- and 3-digit by 1-digit and 2-digit by 2-digit using a mental or a written method Identify the operation being used on numbers</p>	<p>Read, write and order numbers with up to 6 digits and understand the place value of each digit place 6-digit numbers on a number line and find numbers between solve place-value additions and subtractions with 6-digit numbers understand place value in decimal numbers as tenths and hundredths multiply and divide by 10/100/1000 using a place-value grid understand place value in decimal numbers to 2-decimal places place decimal numbers on a line round two-place decimal numbers to nearest tenth and whole number say the number a tenth or a hundredth more Rehearse mental addition strategies for decimals and whole numbers use counting on as a strategy to perform mental addition of 2-place decimals to the next whole number solve missing number sentences use mental strategies to solve word problems use counting up as a strategy to perform written subtraction (Frog) Use rules of divisibility to find if numbers are divisible by 2, 3, 4, 5, 9 and 10 identity prime numbers revise finding factors of numbers find squares and square roots of square numbers make and test rules use mental multiplication and division strategies relate mental division strategies to multiples of ten of the divisor Know properties of equilateral, isosceles, scalene and right-angled triangles find that angles in a triangle have a total of 180° sort triangles according to their properties use scales to weigh amounts to the nearest half interval; convert units of measure read scales to the nearest half division understand that we measure distance in kilometres and miles use ready reckoning to give approximate values of miles in kilometres and vice versa</p>	<p>Use a written method (grid) to multiply pairs of 2-digit numbers use short division to divide 3-digit numbers by 1-digit numbers, including those which leave a remainder Find unit fractions and non-unit fractions of 3-digit numbers use short multiplication to multiply 3-digit numbers by 1-digit numbers begin to use short multiplication to multiply 4-digit numbers by 1-digit numbers Understand what a polygon is draw polygons using dotted square and isometric paper revise terms obtuse, acute and reflex angles, perpendicular and parallel sides recognise quadrilaterals as polygons and identify their properties classify quadrilaterals draw regular polygons and explore their properties revise metric units of weight, capacity and length understand that we can measure in imperial units and relate these to their instances in daily life Place mixed numbers on lines count up in fractions using equivalence convert improper fractions to mixed numbers and vice versa write improper fractions as mixed numbers and vice versa multiply proper fractions by whole numbers Solve subtraction of 4-digit numbers using written column subtraction (decomposition) add several numbers using written column addition use column to solve problems</p>	<p>Add mentally 2-place decimal numbers in the context of money using rounding add several small amounts of money using mental methods mentally subtract amounts of money including giving change calculate the difference between two amounts using counting up solve word problems, including 2-step problems, choosing an appropriate method Multiply fractions less than 1 by whole numbers, convert improper fractions to whole numbers use short multiplication to multiply 3-digit and 4-digit numbers by 1-digit numbers use long multiplication to multiply 2-digit and 3-digit numbers by teens numbers Read, write and compare decimals to three decimal places, understanding that the third decimal place represents thousandths multiply and divide numbers by 10, 100 and 1000 using 3-place decimal numbers in the calculations place 2-place decimals on a number line and round them to the nearest tenth and whole number read, write, order and compare 3-place decimal numbers understand and use negative numbers in the context of temperature Read and mark co-ordinates in the first two quadrants draw simple polygons using co-ordinates translate simple polygons by adding to and subtracting from the co-ordinates reflect simple shapes in the y axis or in a line, noting the effect on the co-ordinates translate simple shapes and note what happens to the co-ordinates draw regular and irregular 2D shapes using given dimensions and angles use the properties of 2D shapes, including rectangles, to derive related facts identify 3D shapes from 2D representations create 3D shapes using 2D nets and draw 3D shapes Add 5-digit numbers using written column</p>	<p>Identify factors and multiples, find factor pairs revise equivalent fractions compare and order fractions with related denominators add fractions with same or related denominators, then convert answer into a mixed number subtract fractions with same and related denominators, revise multiplying fractions by whole numbers Use short division to divide 3-digit numbers by 1-digit numbers and 4-digit numbers by 1-digit numbers, including those which leave a remainder express a remainder as a fraction use long multiplication to multiply 3-digit and 4-digit numbers by teens numbers Find the area and perimeter of squares and rectangles by calculation and pursue a line of enquiry estimate and find the area of irregular shapes; calculate the perimeter and area of composite shapes use the relations of area and perimeter to find unknown lengths begin to understand the concept of volume find the volume of a cube or cuboid by counting cubes understand volume as measurement in three dimensions relate volume to capacity recognise and estimate volumes Understand what percentages are, relating them to hundredths know key equivalences between percentages and fractions, finding percentages of amounts of money find equivalent fractions, decimals and percentages solve problems involving fraction and percentage equivalents write dates using Roman numerals Find cubes of numbers to 10 draw and interpret line graphs showing change in temperature over time begin to understand rate use timetables using the 24-hour clock and use</p>

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		understand that addition and subtraction are inverse operations multiplication and division use function machines	draw line conversion graphs Use a written column method to add amounts of money in pounds and pence add 2-place decimals using written column addition subtract decimal numbers using counting up		addition subtract 5-digit numbers using written method (decomposition) check answers to subtractions using written column addition solve subtractions of 4- and 5-digit numbers using written column subtraction or number line counting up	counting up to find time intervals of several hours and minutes solve problems involving scaling by simple fractions use factors to multiply solve scaling problems involving measure
Science	<p>Working Scientifically: During Years 5 and 6, pupils should be taught to use the following practical scientific methods, processes and skills through the teaching of the programme of study content:</p> <ul style="list-style-type: none"> planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs using test results to make predictions to set up further comparative and fair tests reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations identifying scientific evidence that has been used to support or refute ideas or arguments. 					
	Earth and Space Children will learn about the movement of the Earth, moon and planets relative to the Sun in the solar system.	Forces and magnetism Children will investigate gravity, air and water resistance, friction and levers, pulleys and gears.	Properties and changes of materials Children will compare materials on the basis of their properties and investigate dissolving. They will also develop their knowledge of solids, liquids and gases and consider the suitability of different materials for different purposes – exploring reversible and irreversible changes.	All living things - Life cycles Children will investigate life cycles of a mammal, an amphibian, an insect and a bird and the life process of reproduction in some plants and animals.	Animals, including humans (links to PSHE – Changing and Growing) describe the changes as humans develop to old age, inc puberty and gestation.	
RE	Creation The Synagogue	Incarnation	Miracles of Jesus Journey of Life	Salvation	Rules – Ten Commandments Pentecost: Rushing wind, still small voice	Belonging – World Wide church family
Computing	To collect: Excel • collate data and input into a spreadsheet programme – manipulating how it can be presented	Technology in the world • Websites • E-safety • Understand ‘illegal downloads’ • Risk of online communities E-safety: www.thinkuknow.co.uk	To communicate Exploration of a variety of communication software and devises, making an informed choice about which is the best for different purposes; also how to present messages in appropriate manner	To connect. . . Collaborating with others • Collaborate with others online through school Learning Platform, DB Learning • Have an awareness of copyright laws • Understand the effect of online comments and show responsibility and sensitivity when online. • Understand how simple networks are set up and used.	To code – Purple Mash • design, write and debug programs and solve problems by breaking them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	To connect. . . Collaborating with others • Collaborate with others online through school Learning Platform, DB Learning • Have an awareness of copyright laws • Understand the effect of online comments and show responsibility and sensitivity when online. • Understand how simple networks are set up and used
History	Ancient Greece Children will use a variety of secondary sources to compare facts about the past and devise questions to extend their learning. Realising that no one source answers all aspects of a historical topic and then to make judgements about which is best, giving reasons. Communicating using historical vocabulary, children will describe the social, ethnic, cultural or religious diversity of the Ancient Greeks, including ideas, beliefs, attitudes and experiences at the time.				Ancient Egypt Through an indepth study of Ancient Egypt the children will learn to describe the social, ethnic, cultural or religious diversity of past society. Compare some of the times studied with those of the other areas of interest around the world. Identify periods of rapid change in history and contrast them with times of relatively little change. Understand the concepts of continuity and change over time, representing them, along with evidence, on a time line.	
Geography			France Using varied resources, children will learn to describe characteristics of a location and compare representations of these. They will understand how European countries are linked and will identify features of the French landscape and regions and how this influences trade and productivity.			
Art	Sculpture Use clay to design and sculpt a Greek influenced object.		Inspiration from the great artists throughout history: French Impressionism Painting Use watercolour and acrylic paints to recreate their own Impressionist painting.			
D&T			Take inspiration from the great designers throughout history: Gustave Eiffel Construction The children will learn to develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding).			
Music	The children will learn to appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musicians and composers, developing an understanding of the history of music.		The children will learn to improvise and compose music using the inter-related dimensions of music separately and in combination.		The children will play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression.	
PE	Rugby Archery	Gymnastics Hockey	Volleyball Circuit Training	Gymnastics Basketball	Athletics Boccia	Rounders Dance

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