Year 5 Curriculum Maps Spring 2

Foxdell Primary School

English
Text: Beowulf by Michael Morpurgo

Fiction: exploring sentence structures, settings and characters, oral storytelling, exploring similar stories, using devices to create cohesion in and between paragraphs

Classic Poetry: investigate other versions of Beowulf, explore classic poems and select a work to learn and perform by heart to an audience.

Geography
We are exploring Scandinavian countries including capital cities and latitude and longitude and comparing and contrasting landscapes.

Art/DT – Pop Up Books
We are learning about how a picture can tell a story, identifying the meaning of Art though artistic studies.

French
We are using the Rigolo scheme and focussing on – places, directions and tenses.

Values – Happiness, Love and Cooperation
Key dates – Healthy Living Week, Whipsnade Trip
Reminders: Reading daily for at least 20 minutes and reading record to be signed daily. Homework must also be completed weekly and spellings learned.

Music
We are using our knowledge of pitch and tone to learn how to play the violin.

RE:
We are learning about Christianity and how Christians perceive God as a holy Being.

Science –
We are learning about what a fair test is and how different variables can effect our test results.

Maths: White Rose Maths –
We are focussing on decimals, percentages, perimeter and area, as well statistics. Children will build on learning from earlier years to find the perimeters of rectangles by measuring the sides and by calculation. We will also be learning about types of graphs for example conversation graphs. Children will also be encouraged to join points using a straight dashed line and discuss the fact that this is used because they cannot be certain of the exact values between two given points.

PE –
We are developing our PE skills focussing on sequencing and dynamic balance.

PE Lesson Days:
Ivy: Monday and Wednesday
Cedar: Monday and Friday
Spruce: Monday and Thursday

PSHE–
We follow the Jigsaw scheme and in Year 5 our keeping healthy e.g., misuse of smoking of smoking and unhealthy diets.

Computing
We are using Scratch to design a quiz in response to a given task and implement it as a program.