



Slade Primary School

Curriculum Overview

Year 5

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Core Text/s	The Lion, the Witch and the Wardrobe	The Lion, the Witch and the Wardrobe	Varjak Paw	Varjak Paw	The Hobbit	The Hobbit
Writing Genre/s	Informal letters, diary entry and persuasive writing	Settings, openings, endings + Non-chronological reports	Suspense + Recount	Character + Persuasion	Discussion	Instructions
Maths	See Numicon planning	See Numicon planning	See Numicon planning	See Numicon planning	See Numicon planning	See Numicon planning
Science	Properties and Changes of Materials	Properties and Changes of Materials Forces	Forces	All Living Things	Earth and Space	Animals including Humans
Computing	5.1 We are game developers	5.2 We are cryptographers	5.3 We are artists	5.4 We are web developers	5.5 We are bloggers	5.6 We are architects
History		Ancient Greece The story of the Trojan Horse: Historical fact, legend or classical myth?		British Empire Why did the Britain once rule the largest empire the world has ever seen?		Mayans Why did the ancient Maya change their way of life?
Geography	Volcanoes How do volcanoes affect the lives of people on Himaey?		British National Parks Who are the British National Parks for?		Mountains Why are mountains so important?	
Art	Objects and Meanings Still Life		Containers		Talking Textiles Telling a story on cloth	
Design and Technology		Cooking (Soup and bread)		Combining different fabric shapes (Soft toys)		Frame structures (Bridges)
MFL	French	French	French	French	French	French
Religious Education	Why do some people think God exists?	If God is everywhere, why go to a place of worship?	What would Jesus do? Can we live by the values of Jesus in the 21st century?		What does it mean to be a Muslim in Britain today?	
PE/Games	Dance (Floorwork) Invasion Games (Tag Rugby)	Swimming Dribbling/dodging games (Basketball)	Swimming Games (Football)	Gymnastics (Movements/travelling on different equipment) Games (Tennis)	Athletics (Sports Day events)	Games (Cricket) Orienteering