

Y5 Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Cosmic Psalm 23	Tom's Midnight Garden/Secret Garden	The Lighthouse (film)	The Lion, the witch and the wardrobe	Poetry – based on art	Letters from the Lighthouse (WW2)
Science	Earth and Space	Animals, including humans	Properties of Materials	Forces	Living Things and their habitats	Changes of Materials
RE	How and why do Christians read the bible? 5.1 (12hrs-4)	How do our celebrations reflect the true meaning of Christmas? 5.2 (5hrs)	Why do Christians believe Jesus was a great teacher? 5.3 (6hrs)	Why do Christians believe that Easter is a celebration of victory? 5.4 (5hrs)	Did she make the right choices? 5.5 (7hrs)	Is death an ending or a beginning? 5.6 (6hrs) Daniel, did he make the right choice? 5.8 (6hrs)
History	How did the Maya civilisation compare to the Anglo-Saxons?		Tudors		Census	
Geography		What is life like in the Alps?		Why do oceans matter?		Would you like to live in the desert?
Art		Sculpture and 3D: Interactive installation		Drawing: I need space		

DT	Electrical systems: Doodlers		Mechanical Systems: Making a Pop-Up Book		Developing a recipe	Painting and mixed media: Portraits Stand Alone - Craft and Design: Architecture
Computing	Internet Research and Webpage design	Radio Station	Online safety	Controlling Devices using Flowol	Scratch 3.0 Developing Games	3D Modelling Sketchup
PE	Dance – Earth & Space Invasion games - Netball	Invasion games – tag rugby Gymnastics 5	Swimming Dance – Victorians	Swimming Gymnastics 6	Orienteering Athletics	Striking and fielding – Cricket Tennis
Spanish	School		Food and drink		Sports	
Music - Charanga	Livin' on a Prayer	Classroom Jazz 1	Make you feel my love	The Fresh prince of Bel-Air	Dancing in the Street	Reflect, rewind and Replay
PSHE	Get HeartSmart	Don't Forget to Let Love in	Too Much Selfie isn't Healthy	Don't Hold On to What's Wrong	Fake is a Mistake	No Way Through Isn't True
Trips		Geography Crosby village survey	Speke Hall – Tudors	Geography Marine Environment field trip		PGL