Year 5 Curriculum Map Term 2 2024-2025

English

The Piano: use a film narrative as a stimulus for emotive writing.

The Legend of Podkin One-Ear: write the legend from an alternative character's perspective.

Harry potter and the Philosophers Stone: recount writing.

Poetic devices: Cloud Bursting.

Computing

Programming – programming music: Applying programming skills to create sounds and melodies leading to a battle of the band's performance.

Creating media – stop motion animation: Create stop-motion animations using Stop Motion Studio, learning to plan, shoot, and edit sequences, developing skills in storytelling, timing, and technical manipulation of images to produce animated films.

Science

Living things and their habitats: Children will explore life cycles, reproduction, and animal characteristics, introducing concepts like asexual reproduction and metamorphosis. They'll engage in creative Mission Assignments, including dissecting eggs, researching creatures, and creating reports on famous scientists.

Animals including humans (reproduction): Children will learn about human development, key stages of a mammal's life cycle, gestation, foetal development, puberty, and changes during old age, including exploring hand span differences at various ages.

Geography

Would you like to live in the desert?
Exploring hot desert biomes and learning about the physical features of a desert and how humans interact with the desert environment, including adaptation strategies for survival and the impact of climate change.

PSHE

Relationships: Children compare different types of friendships and the feelings associated with them. They explain how to stay safe when using technology to communicate, including how to negotiate and to resist peer pressure.
Changing Me: Children explain how boys and girls change during puberty and why looking after themselves physically and emotionally is important. They summarise the process of conception and express how they feel about the changes that will happen during puberty.

PE

Athletics: Striking and Feilding (Cricket) - develop cricket skills, focusing on striking, bowling, fielding, teamwork, coordination, and understanding game strategies.
Tennis/Striking and Feilding (Rounders) - focusing on striking, fielding, throwing, catching, teamwork, and applying strategies during games.

French

Olympics (I):
Children will learn to 'gist' read, listen and understand more by using cognates and more familiar language to decode unknown language. They will learn 10 Olympic sports as well as the 1st and 3rd person conjugations of the verb 'faire' in order to express which sports they do and do not do. They will also look at gendered nouns and the changes required when describing the Olympians in the unit.

Music

Dancing in the street: All the learning in this unit is focused around one song: Dancing in The Street by Martha And the Vandellas.
Fresh Prince: Old-School Hip Hop by Will Smith. An integrated approach to music where games, the interrelated dimensions of music singing and playing instruments are all linked.

Maths

- Shape
- Position and Direction
- Decimals
- Negative numbers
- Converting units
- Volume

RE

Why do Hindus want to be good?
This unit covers key Hindu concepts about life, death and rebirth, building on work pupils will have done in Lower Key Stage 2 where they focused on the concept of Brahman/God.
Does faith help people in Cornwall when life gets hard?
This unit offers an opportunity for pupils to draw together some previous leaning about Christian, Hindu and non-religious beliefs. It explores religious and non-religious responses to life and considers why some people find that their faith can help them celebrate the good times in life but also to cope with the difficult times.

Art

Sculpture: Linked to Science
The children are going to use MODROC and wire to create a 3D sculpture of an insect, bird, amphibian or reptile.

Printing: Screen printing/Activism
Explore activism in art and screen print their own t-shirts.

DT

Digital worlds: Monitoring Devices
Applying computing skills to program a Micro: bit animal monitor and using 3D CAD tools in Tinkercad to design a case, housing or stand.

Structures: Bridges Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.