

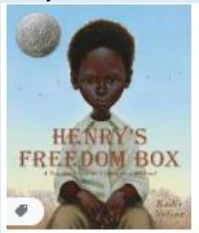







Castleway Primary School
Year 5 Curriculum Long Term Plan

English	Fiction Genre : Exploration narrative Purpose: to narrate Non-fiction Genre: Formal Report Purpose: To recount	Fiction Genre: Setting narrative Purpose: To narrate Non-fiction Genre: Letter Purpose: To recount	Fiction Genre: Cliff hanger narrative Purpose: To narrate Non-fiction Genre: Instruction manual Purpose: To instruct	Fiction Genre: Character narrative Purpose: To narrate Non-fiction Genre: Newspaper report Purpose: To recount	Fiction Genre: Survival narrative Purpose: To narrate Non-fiction Genre: Survival Guide Purpose: To explain	Fiction Genre: Biography Purpose: To inform Non-fiction Genre: Diary Purpose: To recount
	Quality text: Where Once we Stood 	Quality text: Farther 	Quality text: The Errand 	Quality text: The Promise 	Quality text: Lost Book of adventure 	Quality text: Henry's Freedom Box 
Book study	Bronze and Sunflower		The Secret Garden		Who let the God's out?	
Mathematics	Place Value <ul style="list-style-type: none"> • Number to 10,000. • Roman numerals to 1,000. • Round to the nearest 10, 100 and 1000. • Number to 100,000. • Compare and order numbers to 100,000. • Round numbers within 100,000. • Numbers to a million. • Counting in 10s, 100s, 1,000s, 10,000s and 100,000s. • Compare and order numbers to a million. • Round numbers to a million. • Negative numbers.. Addition and Subtraction <ul style="list-style-type: none"> • Add whole numbers with more than 4-digits (column method). 	Statistics <ul style="list-style-type: none"> • Read and interpret line graphs. • Draw line graphs. • Use line graphs to solve problems. • Read and interpret tables. • Two way tables. • Timetables. Multiplication and Division <ul style="list-style-type: none"> • Multiples. • Factors. • Common factors. • Prime numbers. 	Multiplication and Division <ul style="list-style-type: none"> • Multiply 4-digits by 1-digit. • Multiply 2-digits (area model). • Multiply 2-digits by 2-digits. • Multiply 3-digits by 2-digits. • Multiply 4-digits by 2-digits. • Divide 4-digits by 1-digit. • Divide with remainders. Fractions <ul style="list-style-type: none"> • Equivalent fractions. • Improper fractions to mixed numbers. • Mixed numbers to improper fractions. • Number sequences. • Compare and order fractions less than 1. • Compare and order fractions greater than 1. • Add and 	Decimals and Percentages <ul style="list-style-type: none"> • Decimals up to 2 d.p. • Decimals as fractions (1). • Understand thousandths. • Thousands as decimals. • Rounding decimals. • Order and compare decimals. • Understand percentages. • Percentages as fractions and decimals. • Equivalent F.D.P. 	Decimals <ul style="list-style-type: none"> • Adding decimals within 1. • Subtracting decimals within 1. • Complements to 1. • Adding decimals – crossing the whole. • Adding decimals with the same number of decimal places. • Subtracting decimals with the same number of decimal places. • Adding decimals with a different number of decimal places. 	Position and Direction <ul style="list-style-type: none"> • Position in the first quadrant. • Reflection. • Reflection with coordinates. • Translation. • Translation with coordinates. Converting Units <ul style="list-style-type: none"> • Kilograms and kilometres. • Milligrams and millilitres. • Metric units. • Imperial units. • Converting units of time. • Timetables.

		<ul style="list-style-type: none"> Subtract whole numbers with more than 4-digits (column method) Round to estimate and approximate Inverse operations (addition and subtraction). Multi-step addition and subtraction problems. 	<ul style="list-style-type: none"> Square numbers. Cube numbers. Multiplying by 10, 100 and 1000. Dividing by 10, 100 and 1000. Multiples of 10, 100 and 1000. <p>Perimeter and Area</p> <ul style="list-style-type: none"> Measure perimeter. Calculate perimeter. Area of rectangles. Area of compound shapes. Area of irregular shapes 	subtract fractions. • Add fractions within 1. • Add 3 or more fractions. • Add fractions. • Add mixed numbers. • Subtract fractions. • Subtract mixed numbers. • Subtract – breaking the whole. • Subtract 2 mixed numbers. • Multiply unit fractions by an integer. • Multiply non-unit fractions by an integer. • Multiply mixed numbers by integers. • Fraction of an amount. • Using fractions as operators		<ul style="list-style-type: none"> Subtracting decimals with a different number of decimal places. Adding and subtracting whole and decimals. Decimal sequences. Multiplying decimals by 10, 100 and 1000. Dividing decimals by 10, 100 and 1,000 <p>Shape</p> <ul style="list-style-type: none"> Measuring angles in degrees. • Measuring with a protractor • Drawing lines and angles accurately. • Calculating angles on a straight line. • Calculating angles around a point. • Calculating lengths and angles in shapes. • Regular and irregular polygons. • Reasoning about 3D shapes. 	<p>Volume</p> <ul style="list-style-type: none"> What is volume? Compare volume. Estimate volume. Estimate capacity.
Main project		Dynamic Dynasties 		Sow, Grow and Farm 		Groundbreaking Greeks 	
Mini projects	Science	Forces	Earth and space	Animals including humans		Properties and the changes of materials	
	Art	Tints, Tones and Shades	Taotie	Light, line and Shadow	Nature's Art	Mixed Media	Expression
	DT	Moving mechanisms		Eat the Seasons		Architecture	
	Geography	Investigating our World		Covered in main project		Geography revision and retrieval practice	
Computing & ICT		5.1 Computer Networks and Online Safety	5.2 3D Modelling (Sketchup)	5.3 Introduction to Spreadsheets - Excel	5.4 Creating music using code (Scratch)	5.5 Kodu Unit 1	5.6 Podcasting
		Building from: Digital Citizens Unit 2 (Esafety) Leading to: Online Safety and how data is stored.	Building from: QR Codes (iPads) Leading to: Creating an advert / trailer (iMovie - iPads)	Building from: Branching Databases (2Question) Leading to: Advanced Spreadsheets - Excel	Building from: Scratch Unit 2 Leading to: Game creation (Scratch)	Building from: Exploring Simulations (Co-Spaces) Leading to: Kodu Unit 2	Building from: Stop Motion Animation (iPads) Leading to: Creating a website with html

Music Brass lessons from Edsential	Basic scales Controlling changes of tempo within a piece Repetition Ostinato Suggest improvements to musical performances of others	Reading and recording rhythms of crotchets and quavers	Metre-strong and weak beats Unison, melody/accompaniment/layers Selecting and controlling Conducting changes of dynamic from piano to forte Simple partner songs, rounds and songs with simple counter melody	Reading and recording crotchets, quavers, semibreves and minims Rests Moving and singing together. Performance discipline Holding a part Conducting beats within simple time signatures Suggest improvements to musical performances of others	Scales Form and sectional structures Verse and chorus Reading and recording crotchets, quavers, semibreves and minims Rests Voices for different characters and mood Tunes with small leaps and more than an octave Increasingly complex rhythms and melodies	Using musical elements to create a mood or effect Perform and compose music using the interrelated dimensions to create mood or effect Moving and singing together. Performance discipline Holding a part Choosing vocal qualities appropriate to style of music Balance between parts More complex melodies requiring vocal agility
	MFL Spanish	Using a variety of activities, phonics is taught starting with the vowels. Numbers 1-10 and are learnt in conjunction with asking and giving their age. Other key phonic sounds are taught through rhyming stories, sing songs, practising tongue twisters with further opportunities to make the sound-written link by listening to words and anticipating their spelling. They will learn nouns (pencil case items) and be aware of gender through colour coding. The verb forms 'tengo – I have', 'es – it is' will be used.	The theme is animals and colours. The linguistic focus is gender, articles (definite & indefinite), plurals and adjectives (position & basic agreement). The grammatical concepts are all based around a core vocabulary of animal nouns and colours. The key verbs 'es' (he/she/it is), 'son' (they are), hay (there is/are) are introduced and there is an introduction to 'también' (also/too/as well), 'pero' (but).	Pupils are asked to retell a familiar story – The Very Hungry Caterpillar – in Spanish, reviewing vocabulary as well as an introduction to new words – days of the week, fruits, foods. Activities developing memory and practising pronunciation, will lead pupils to retelling the story in one of a variety of verbal ways – with pictures, video, or with video and subtitles creating a successful outcome for all.		

Sports	Football	Hockey	Rugby	Rounders/Cricket	Tennis	Netball/Basketball
Religious Education	Islam	Islam/light	Expressions of Faith	Faith in Action	Precious	Our World
CPHSE	Being in My World Planning the forth coming year Being a citizen Rights and responsibilities Rewards and consequences How behaviour affects groups Democracy, having a voice participating	Celebrating Difference Cultural differences and how they can cause conflict Racism Rumours and name-calling Types of bullying Material wealth and happiness Enjoying and respecting other cultures	Dreams and Goals Future dreams The importance of money Jobs and careers Dream job and how to get there Goals in different cultures Supporting others(charity) Motivation	Healthy Me Smoking, including vaping Alcohol Alcohol and anti-social behaviour Emergency aid Body image Relationships with food Healthy choices Motivation and behaviour	Relationships Self-recognition and self- worth Building self-esteem Safer online communities Rights and responsibilities online On line gaming and gambling Reducing screen time Dangers of on line grooming SMARRT internet safety rules	Changing Me Self- and body image Influence of on line and media on body image Puberty for girls and boys Conception (including IVF) Growing responsibility Coping with change Preparing for transition



Castleway Primary is proud to be
part of The Unity Federation

