## Year Five Curriculum

	Connector 1 Go with the Flow	Connector 2 Wonder THINK	Connector 3 Adrift	Connector 4 Think Global. Act Local  CONNECTIONS
English	CHRIS VAN ALISHERG	Darkest Dark  Astronaut  Chris Hadfield  Barren by the feet beauty	MALALA YOUSAFZAI  Malala's  Mague Depuil  Months KERACOET	PAPÉRBAG PRINCE Hunter
Maths	MATHS See Maths No Problem Overviews			
RE	See The Way the Truth the Life Overviews			
Science	Forces Understanding gravity and identifying the effects of air resistance, water resistance and friction, that act between moving surfaces. Recognising that some mechanisms, including levers, pulleys and gears,	Earth and space Describing the movement of the Earth, and other planets, relative to the Sun in the Solar System and the Moon in relation to the Earth. Explaining night and day.  Properties of changes and materials	Animals including humans Describing the changes as humans develop into old age	Living things and their habitats  Describing the differences in the life cycle of a mammal, an amphibian, an insect and a bird  Understanding the life process of reproduction in some plants and animals.

	allow a smaller force to have a greater effect.	Comparing and grouping together everyday materials based on the basis of their properties, including hardness, solubility, transparency, conductivity (electrical and thermal) and their response to magnets. Exploring dissolving and separating mixtures whilst conducting fair tests. Knowing how mixtures might be separated, including through filtering, sieving and evaporating and that dissolving, mixing and changes of state are reversible changes.		
History		The Maya Civilization Understanding about the rise and fall of the Mayan Civilisation and where this fits on a timeline alongside other civilisations. Using historical inquiry skills to find out about the complexity and diversity within the society and understanding the significance of the civilisation.	Invaders and Settlers - Vikings and Anglo Saxons Constructing a timeline, showing the history of invasions and settlement of Europeans in Britain from the Romans until 1066 and recognise the consequence of significant events on settlements and life in Britain. Comparing early settlements with modern day migration.	
Geography	Continents - America Naming and locating countries and key cities, main rivers, mountains and environmental regions of North America. Explaining how humans have adapted to the physical and human changes. Using atlases, satellite images, aerial views and digital mapping to explore the region of North America.	Comparing Regions Comparing a region of North America, the NW & Greece / Italy. Recognising geographical features which are the same in the 3 places e.g. Rivers, mountains, biomes, climate zones, vegetation belts.	<u>UK</u> Locating key counties and cities of viking settlements on a map. Understanding how key aspects of physical and human geography influenced the location and growth of cities and Viking settlements. how land use, economic activity, trade links and the distribution of natural resources influenced the growth of cities over time. Using a range of fieldwork skills to explore key areas of the Wirral and gain a greater understanding of the area, linked to the Vikings.	

Music	Unit: Livin' On A Prayer Style: Rock Unit: Classroom Jazz 1 Style: Jazz	Unit: Make You Feel My Love Style: Pop Ballads  Learning to play Brass and Woodwind instruments	Unit: Fresh Prince Of Bel Air Style: Hip Hop	Unit: Dancin' In The Street Style: Motown Unit: Reflect, Rewind and Replay Style: Western Classical Music
Art	Painting Wet on wet dream catchers  Artists - North American art  Colour Focus Tones	Sculpture Bas relief Mayan mask  Artists - Mayan art work  Colour Focus Monochromes	Printing One off 3 colour incised tile  Artists - Emma Majury Gutenberg Printing press  Colour Focus Neutrals	Mixed Media - using skills taught throughout the year
DT	Structures Building Bridges Knowing how simple bridges are constructed using beams, pillars, trusses or piers. Building and testing models to find a strong bridge design. Applying knowledge of how to stiffen and strengthen structures. Creating a prototype from their design criteria, testing and evaluating.	Electrical Systems Light Up Signs Creating simple series circuits using LEDs & resistors.Considering ways in which lights in electronic products may be programmed and controlled. Debugging simple 'code block' programs and knowing what a 'microcontroller' is. Making algorithms with simple sets of instructions which describe how a flashing LED is controlled.	Food Technology Mini Makery Applying the rules for basic food hygiene and other safe practices e.g. hazards to the use of ovens. Cut, mix, mould and begin to use hobs to heat food with appropriate supervision. Weigh and measure accurately (time, dry & wet ingredients)	Mechanisms Moving Toys Exploring and investigating different types of cam mechanisms. Designing following a design specification. Identifying a purpose and have a clear plan of how to create the product, which materials to use and the process. Suggesting alternative methods of making if the first attempts fail.

Computing	Computer science (Unplugged) Computer science (Coding) Information Technology / eSafety
PE	A1: Invasion games- Hockey Dance A2: Net Games- Badminton Indoor Athletics Sp1: Invasion games- Netball Tri Golf Sp2: OAA Gymnastics Su 1: Fielding Games- Cricket Athletics Su 2: Tennis Athletics
Spanish	A1: My School, My Subject A2: Time in the city Sp1: Out of this world- space Sp2: Clothes, Colours, Fashion Show Su 1: Healthy Eating- going to market Su 2: Going to the Seaside