



Year 5 - Curriculum map



| Planned half term | Year 5 | Subject focus | Memorable experience | Innovate challenge | Love to Read | Love to Investigate | English | Art & design | Computing | Design & technology | Geography | History | Mathematics | Music | PE | PSHE | Science |
|-------------------|--------------------|---------------|---|--------------------------|---|--|---|--|--|--|---|--|---------------------------------|--|--------------------------|---|---|
| 1 | Beast Creator | Science | Visit a butterfly, insect or tropical house | Design a super-minibeast | Charlotte's Web - E.B. White | How do worms reproduce? Why do birds lay eggs? | Non-chronological reports; Instructions and advertisements; Comic strips; Limericks and kennings; Fantasy narrative | Drawing; Perspectives | Research and presentation | Model making | Local fieldwork; Contrasting locations | Discrete | Measurement; Statistics | Discrete | Discrete | Debating ethical issues | Living things and their habitats |
| 2 | Stargazers | Science | Visit an observatory or planetarium | Rocket launch | Northern Lights - Philip Pullman; Alone on a Wide, Wide Sea - Michael Morpurgo; Cosmic - Frank Cottrell Boyce | How do we know the Earth is round? Can we track the Sun? How do rockets lift off? Why do planets have craters? How does the Moon move? | Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Science fiction/graphic narrative | Printing; Design | Programming; Stop-frame animation | Selecting materials; Design research; Structures; Evaluation | Locating physical features | Significant individuals - Galileo Galilei, Isaac Newton; 1960's Space Race | Problem solving using measures | Space-inspired music and lyrics | Dance | Discrete | Earth and space; Forces; Working scientifically |
| 3 | Off with Her Head! | History | Elizabeth I deathbed scene | The trial of Anne Boleyn | Treason - Berlie Doherty | Why does a compass always point north? | Biographies; Poetry and riddles; News reports; Persuasive letters; Dialogue | Portraits; Sketching Tudor fashions; 3-D modelling | Research; Data handling; Presentation | Discrete | Historic maps | The Tudors | Discrete | Tudor music; Composition | Tudor dance | Rules and consequence | Discrete |
| 4 | Time Traveller | Art & design | Interview people of different generations | Build a time machine! | Tom's Midnight Garden - Philippa Pearce | Do we slow down as we get older? | Character study; Adventure narrative; Leaflets; Free verse poetry; Quotations & poems | Photography; Great artists - Andy Warhol, Salvador Dali; Collage | Digital portraits; Data logging; Online research | Selecting materials | Changes in the local community | Changes over the last century | Time; Interpreting data | Discrete | Timing physical activity | Body changes approaching puberty; Meeting and talking with people; Reflecting on spiritual, moral, social and cultural issues; Setting personal targets; Feeling positive | Animals (including humans); Living things and their habitats; Working scientifically |
| 5 | Allotment | Geography | Visit an allotment | Hold a farmer's market | The Secret Garden - Frances Hodgson Burnett | Do dock leaves cure a sting? How many potatoes can you grow? | Non-chronological reports; Instructions; Explanations; Narrative; Poetry | Botanical drawing and painting; Wire sculpture | Using the web; Word processing | Cooking and nutrition; Making planters; Making structures for growing plants | Land use; Food origin; Geographical skills and fieldwork; Map work; Climate | Discrete | Recording data; Selling produce | Discrete | Discrete | Taking responsibility | Plant reproduction and life cycles; Life cycles of mammals, amphibians, insects and birds; Working scientifically |
| 6 | Alchemy Island | Music | Chief Alchemist's riddle | Game soundtrack | Wizard of Earthsea - Ursula Le Guin; The Lion, the Witch and the Wardrobe - C.S. Lewis | Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat? | Fantasy narrative; Non-chronological reports; Soliloquies; Poetry; Lyrics | Discrete | Digital photography; Debugging programs; Gaming | Electrical circuits; Designing a board game | Map reading; Using co-ordinates; Human and physical features | Discrete | Discrete | Composing; Recording and editing software; Atmospheric music; Graphic scores | Discrete | Discrete | Properties and changes of materials; Working scientifically |

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