

Year 5 – Spring Curriculum Overview

'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE

Science	History	Geography
<p>Unit: Life Cycles</p> <ul style="list-style-type: none"> Know that a cell is the smallest building block of living things. All organisms are made of cells Know differences in the life cycle of an amphibian, bird, insect and mammal Know differences between sexual & asexual reproduction in plants and animals <p>Unit: Human Development</p> <ul style="list-style-type: none"> Know the stages of the human life cycle Know that the gestation period for humans is 40 weeks Know the difference between primary aging and secondary aging 	<p>Unit: Beyond 1066 - Medieval Monarchs</p> <ul style="list-style-type: none"> Know how the death of Edward the Confessor led to the Battle of Hastings Know the events which lead to Thomas Becket's death. Know why Richard was referred to as 'Lionheart' Know why John was known as Bad King John. Know what the feudal system is. 	<p>Unit: Biomes</p> <ul style="list-style-type: none"> Know the features of a specific climate zone e.g. arctic, temperate or tropical Know how biomes are characterised by climate, fauna and flora, inc the relevance of lines of latitude Know examples of human activity that affect biomes.
Computing	Art and DT	Religious Education
<p>Unit: Microbits:</p> <p>Unit: Flat File Databases and Selection in Physical Computing</p> <ul style="list-style-type: none"> Know that a computer program can be used to organise data. Know that tools can be used to select data to answer questions e.g. ordering and filter tools. Know how 'AND' and 'OR' can be used to refine data selection. Know that a condition can only be true or false. Know that a count controlled loop contains conditions. Know a condition controlled loop with a count controlled loop and explain that a condition controlled loop will only stop when a condition is met. Know that selection can be used to branch the flow of a program. Know that a loop can be used to repeatedly check whether a condition has been met. 	<p>Art Unit: Tudor Art (Hans Holbein and Gustav Klimt)</p> <p>By the end of this unit pupils will know that :</p> <p>DRAWING</p> <ul style="list-style-type: none"> Know that sketched lines are used to map concepts on a surface. A loose grip can also suggest movement in an artwork. Know that objects can be affected by many light sources. Know that 3D objects have a tactile texture and when this is captured in a drawing it is called implied texture Identify how to organise facial proportions and demonstrate improved accuracy when drawing people and faces. <p>PAINTING</p> <ul style="list-style-type: none"> Know how to create all colours and mix colours needed for artwork (including watercolours and acrylics). 	<p>Unit: Wisdom</p> <ul style="list-style-type: none"> Christian beliefs come from Jesus' teachings found in the bible. that religious teachings make an impact on people's lives. Elements of religious teachings can be found in our school and British values. Wisdom can be found in the teachings of famous leaders. <p>Unit: Easter</p> <ul style="list-style-type: none"> that Christians believe that Christ's resurrection is a victory over death. that Christians believe Jesus' death and resurrection restored the relationship between God and people. that the theme of victory is present in world faiths through holy stories.

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- Know and describe how to use a 'pallet knife' when creating texture with acrylic paints.
- Know that texture can be manipulated via different methods and techniques such as layering, differing brush strokes or varying equipment such as a sponge or palette knife.

DT Unit: Electrical Systems

- Know how to program, monitor and control a product through computing.
- Know how to draw an electrical circuit.
- Know how to draw a circuit diagram.
- Know how environment change can be an input