

# Year 5

SCIENCE	<b>Rocks and matter</b> Compare and group rocks. Describe how fossils and soils are made. Compare and group materials (solids, liquids, gases). Evaporation and condensation in the water cycle. Observe that some materials change state when heated or cooled.	<b>Animals including humans</b> Nutrition, skeletons, muscles, digestive systems and teeth. Construct and interpret a variety of food chains.	<b>Plants</b> Describe the functions of different parts of flowering plants. Explore the requirements of plants for life and growth. Transportation of water within plants. Explore the part that flowers play in the life cycle of flowering plants.	SCIENCE		
HISTORY	<b>Changes Stone Age to Iron Age</b> Food, farming and customs Lives of the people Beliefs		<b>The Roman impact on Britain</b> The legacy Resistance e.g. Boudicca Roman Army and lifestyle	HISTORY		
GEOGRAPHY	<b>Contrasting region – UK (e.g. London)</b> Physical geography Similarities and differences Land use		<b>World Patterns</b> Latitude and longitude The Equator Hemispheres Climate zones	GEOGRAPHY		
MUSIC	<b>Controlling</b> Select instruments and create sounds to describe visual image, perform in a group using instruments and voices, create and control sounds.	<b>Creating</b> Improvise and compose music for a purpose, experiment with sound, compose music in groups, add words to melodic phrase.	<b>Responding</b> Listen to live music and evaluate impact, provide feedback.	<b>Listening</b> Know how many beats each note represents.	MUSIC	
ART	<b>Drawing and painting</b> Using different hardness of pencils Shading with different pencils Mixing secondary and tertiary colours Creating different tones of colour		<b>Sculpture</b> Making models by sticking materials together Making shapes using clay Create simple 3D objects using paper Mache		ART	
DESIGN TECHNOLOGY	<b>Things that have been trialed</b> Consider more than one idea Test which ideas work the best Select the best idea Construct prototype Analyse strengths and weaknesses			DESIGN TECHNOLOGY		
COMPUTING	Design, write, test and fix programmes for a specific goal. Use various forms of input and output in order to shorten a code. Know how the internet works and how to use it for multiple purposes. Use search technologies effectively. Present data and information using a selection of software and database e.g. create graphs/ questions and responses.		Recall the key rules for keeping safe on the internet. Understand why it is important to keep information safe. Know how to conduct yourself online.		COMPUTING	
MFL	<b>French</b> Greetings Name Family	Numbers 0-20 Age Birthdays	Games Body parts Colours	Creating different tones of colour	MFL	
SRE/RE	R.E.		SRE		SRE/RE	
P.E	Games	Gymnastics	Dance	Athletics	Outdoor pursuits	P.E