

Year 5

SCIENCE	Light and electricity Use the idea that light travels in straight lines to explain how objects are seen and why shadows are the same shape as the object. Compare and give reasons for variations in how components function. Use recognised symbols when representing a simple circuit.	Forces Understand the force of gravity. Identify the effects of air resistance, water resistance and friction. Recognise that some mechanisms allow a smaller force to have a greater effect.	Living things and habitats Describe differences in life cycles. Describe the life process of reproduction. Describe how living things are classified into broad groups.	SCIENCE		
HISTORY	Greek legacy Greek influence Legacy Greek culture Literature and art	Early Civilisation (e.g. Egyptian) Where they were When they appeared Lifestyle Growth Impact		HISTORY		
GEOGRAPHY	Natural disasters Land use over time Volcanoes, earthquakes and the water cycle Population displacement	Settlements and migration Migration patterns Human impact on the environment Trade links and economic activity Types of land use		GEOGRAPHY		
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MUSIC	Controlling Perform in a group and alone using voices and instruments with increasing fluency, create different vocal effects when singing and rapping.	Creating Compose using an understanding of music from a range of cultures.	Responding Identify features that typify the work of great composers through time, provide constructive feedback.	Listening Use knowledge of musical dimensions to know how best to combine them, describe different purposes of music in history and other cultures.	MUSIC	
ART	Drawing and painting Drawing perspective Representing shadows and reflection Blocking colour Mixing colour to match tone Using colour to represent position e.g. in a landscape	Textiles Using a range of media to create complex collages Using material to show pattern and texture Construct works of art through weaving together different materials		ART		
DESIGN TECHNOLOGY	Things that have been improved Produce design brief Consider the strengths and weaknesses of ideas			DESIGN TECHNOLOGY		
COMPUTING	Identify bugs in a programme before it shows as an error. Combine different codes in one programme (e.g. create an app). Evaluate programmes. Communicate and collaborate using the internet. Evaluate internet sources. Use a range of software to share content.	Develop two prototypes Generate a variety of ideas	Test and evaluate Produce final outcome	COMPUTING		
MFL	French Numbers 40-70 Directions Planets	Weather Alphabet Celebrations	Months Seasonal colours Locality	Food Seasons Beach	MFL	
SRE/RE	R.E.	SRE		SRE/RE		
P.E	Games	Gymnastics	Dance	Athletics	Outdoor pursuits	P.E