Westley Curriculum Long Term Plan

Year 5

	Autumn	Spring	Summer
Art	**Basic art skills** Students will explore basic pencil skills in a variety of ways. Then will progress to tracing out a repeated pattern and using different medium to add colour. Complete Book of Drawing (Art Ideas) (Usborne Art Ideas) Alastair Smith (Author), Judy Tatchel (Author) **Ancient Egypt** Students will research shape and pattern from Egyptian Canopic jars, progressing onto building their own canopic jar using clay. Resources found in The Fitzwilliam Museum Cambridge. Ipswich Museum. Norwich Castle Museum,	**Kandinsky** Students will study how music influenced Kandinsky's painting. Exploring his abstract paintings the children will then go on to work in groups to construct a 3d Kandinsky sculpture using canes and tissue paper. **Aboriginal Art** Pupils will be learning about Aboriginal dreamtime, studying symbols, discovering colour used from outback materials and will go on to design and paint their own Aboriginal inspired artwork.	**Aboriginal Art (Continued from Spring Term)** then - **Drawing Techniques** Students will develop drawing techniques in a range genres
DT **Please note that the Technology Curriculum is taught in 12 week blocks rather than termly.**	**12 weeks of Workshop** Key ring: A personal key ring made from acrylic. Yo Yo Hanging Toy: Pupils make a large Yo Yo design placed onto MDF and shaped. Pupils will work in all three Design and Technology areas during the year:	**12 weeks of Food Studies** Healthy eating and main principles of hygiene and safety in the kitchen, gaining experience in the use of a variety of equipment: chopping, weighing, measuring, following a recipe. The Eatwell plate, fruit smoothies, French toast, scrambled egg and tomatoes on toast, pancakes, couscous salad, vegetable soup, jacket potato, cheese straws.	**12 weeks of Textiles** Finger Puppet: Pupils design their own finger puppet and develop several different sewing techniques. Fabric Picture: Pupils design and develop a fabric picture based on a nautical/sailing theme using the sewing machines for the first time.
English	Novel, stories and film narratives (including dramatic conventions) significant authors/literature heritage Recount of Events - including observations/news events. Choral and performance poetry.	Modern fiction to include fantasy Instructions and Explanation Texts Poetry	Traditional tales Myths legends and fables Persuasion Stories and poems from other cultures Narrative poetry
Geography	**Geography on our doorstep** Town v Country – how are rural areas different to urban areas? Investigating housing and facilities in both and using language of comparison and contrast within the unit. Fieldtrip to Westley comparison to Queens Road focussing on housing types.	**Europe** - map skills/perception of location and size - understanding of what the EU comprises of - physical features of Europe - study of Italy - comparison of area to the UK	**Rainforests** - map skills/perception of location and size - features of rainforest - study of the tribes in the rainforest (appreciation of how their lives differ from ours) - How the rainforest is threatened by deforestation and the consequences of this.
History	**The Ancient Egyptians** Who were the Ancient Egyptians? The River Nile and its significance. The pyramid structure of society in Ancient Egypt. Life and labour in Ancient Egypt. As it is above so it is below, gods and belief in Ancient Egypt	**The Ancient Egyptians** Life and death in Ancient Egypt. Case study of Ipswich Museum visit. The importance of sources. Archaeology and its importance. - The discovery of Tutankhamen's Tomb. - The buried history of Egypt	**Elizabethan Society** Who were the Elizabethans? What were the key features of Tudor life? Case study of Kentwell Hall visit. 'Lifestyle, religion and war' Social change in England Exploration and Empire Was Queen Elizabeth I Britain's greatest monarch?

ICT	Logging in and using Google Apps for Education Use a variety of formats to present information Model the internet Explore Kodu Independently Design and code a game in KODU, using selection Through Code Studio, design, write and debug programs and solve problems by decomposing them into smaller parts Take part in an international 'Hour of Code' event	Use technology safely and be able to report concerns Identify the components of a computer system and present understanding using Google Slides Collect and present data in a variety of ways, using technological tools including Excel and Google Sheets Use green screen technology and app to create a comic strip or film	Recognise different types of networks and how they provide services like the world wide web Explore scratch and use the program to create animations and artwork while using skills of debugging, sequence, selection and an understanding of variables in programming Reflection project and Welcome to Westley: What have we accomplished in year 5?
Maths	***Number (place value in whole numbers) and Written Addition*** Place value in 5-digit numbers (PV additions/subtractions) Add/subtract 1s, 10s, 100s, 1000s and 10,000s Place 5-digit numbers on a line and compare pairs of numbers, use < and > Revise using column addition to add pairs of 4-digit numbers Begin to use column addition to add pairs of 5-digit numbers ***Number (place value in decimals) and Written Addition of money*** Divide by 10 and 100 to give answers with two decimal places Multiply and divide by 10 and 100 Place two place decimal numbers on a number line and compare two numbers Add amounts of money using column addition; Use using rounding to check answers Add amounts of money using column addition; Use using rounding to check answers ***Written and Mental subtraction*** Use frog to find change from £20, £50 and £100 Use Frog to subtract amounts of money Use column subtraction (decomposition) to subtract pairs of 4-digit numbers Use column subtraction (decomposition) to subtract 3-digit numbers from 4-digit numbers Choose whether to use counting up (Frog) or column subtraction (decomposition) to work out given calculations ***Shape*** Sort 3D shapes according to their properties; Visualise 3D shapes from 2D drawings Visualise 3D shapes from 2D drawings; Describe properties of prisms and pyramids Describe properties of 2D shapes including polygons Describe properties of polygons Classify quadrilaterals ***Mental multiplication and division and Fractions***	***Place value and negative numbers Written Addition*** Place value in 6-digit numbers (PV + and -, compare numbers) Add and subtract 1, 10, 100, 1000, 10,000 and 100,000 to/from six-digit numbers Place 6-digit numbers on number lines and round to the nearest 100 or 1000 Use negative numbers in context of temperature; Calculate rises and falls in temperature Use negative numbers in the context of temperature; Find differences between temperatures ***Mental addition and subtraction including money*** Use place value to add and subtract; add and subtract near multiples of 100 and 1000 Use counting up (Frog) to subtract four digit-numbers from multiples of 1000 Subtract pairs of two-digit numbers with one decimal place Use frog to find change from £100; use column addition to add amounts Use Frog to find the difference between amounts of money ***Place value and Addition of decimals*** Place value addition and subtraction of numbers with 2 decimal places Multiply and divide by 10, 100 and 1000 Round decimals to the nearest whole and tenth Use written addition to add decimals; use rounding to estimate totals Adding decimal numbers ***Co-ordinates and line graphs*** Plot points and draw polygons in two quadrants Work out new co-ordinates after a translation Reflect a shape and write the new co-ordinates Draw line graphs of times tables Draw a conversion graph of imperial to metric units and use it to read off equivalent measures ***Mental multiplication and division; written multiplication*** Find lowest common multiples and highest common factors	***Number and place value*** Compare and order negative numbers Count back in steps through zero Add and subtract 1, 10, 100, 1000, 10,000 and 100,000 to/from six-digit numbers Place 6-digit numbers on landmarked lines and empty lines Round 6-digit numbers to the nearest 1000, 10,000, and 100,000 ***Number and place value*** Read and write Roman numerals to 1000 (M) Recognise years written in Roman numerals Revise 2-place decimals Introduce 3-place decimals Multiply and divide by 10, 100, 1000 ***Multiplication, division and percentages*** Multiply and divide numbers mentally drawing upon known facts Solve word problems needing mental multiplication or division Introduce percentages Know equivalence between percentages and fractions Use equivalence with fractions to find percentages ***Angles and polygons*** Measure and draw angles using a protractor Recognise acute, obtuse and reflex angles Know that angles on a straight line add up to 180°; use this to find missing angles Know that angles on a straight line add up to 360° and use this to find missing angles Draw polygons to given dimensions and angles ***Fractions and subtraction*** Use equivalence to compare and order fractions; Convert improper fractions to mixed numbers Revise adding and subtracting fractions with related denominators Add and subtract mixed numbers with related denominators Revise column subtraction of 5-digit numbers Choose counting up (Frog), counting back or column

Find common multiples
Find factors of 2-digit number
Division problems. Round up or down after division
Find equivalent fractions; Simplify fractions
Compare fractions with related denominators

Number, place value and Written multiplication
Place 4-digit numbers on a line, round to nearest 10, 100 or 1000
Place 5-digit numbers on a line and round to the nearest 10, 100, 1000 or 10,000
Revise using the grid method to multiply 3-digit numbers by single-digit numbers
Introduce short multiplication to multiply 3-digit numbers by single-digit numbers
Use short multiplication to multiply 3-digit numbers by single-digit numbers

Mental multiplication and division and Written Division
Recognise multiples; use rules of divisibility
Find prime numbers less than 50
Division above the tables using vertical layout chunking (answers less than 40)
Divide using a vertical layout. Round up or down after division
Division above the tables using vertical layout chunking (answers up to 60); Choose written or mental method

Number, place value and Written subtraction
Count on and back in steps of 0.01 and 0.1 from numbers with 2 decimal places
Add and subtract multiples of 0.1 or 0.01 without crossing multiples of 0.1 or 1
Subtract pairs of numbers with one decimal place
Subtract pairs of numbers with two decimal places using counting up (Frog)
Subtract pairs of numbers with one or two decimal places using counting up (Frog)

Measures/Data
Convert between grams and kilograms, millilitres and litres (mainly to one decimal place)
Convert between metres and kilometres; know approximate conversion between miles and km; begin to draw line graph and read intermediate points
Know regularly used imperials units and approximate metric equivalents
Read timetables using the 24-hour clock; calculate time intervals
Calculate time intervals using the 24-hour clock

Fractions
Introduce mixed numbers, turn improper fractions into mixed numbers and vice versa
Compare and order fractions with related denominators
Add fractions with related denominators

Use mental strategies (factors and multiples) to multiply by 5, 20, 6, 4 and 8
Use mental strategies to divide by 5, 20, 6, 4 and 8
Use short multiplication to multiply 4-digit numbers by 1-digit numbers; Use rounding to approximate
Use short multiplication to multiply 4-digit numbers by 1-digit numbers; Use commutativity of X

Fractions, decimals and word problems
Revise comparing fractions with related denominators using equivalence
Use mental division strategies to find unit fractions of amounts
Find non-unit fractions of amounts
Find fractions, multiply and divide to solve word problems
Know decimal equivalents for halves, quarters, fifths, tenths and hundredths

Written division; multiplying fractions
Use short division to divide three-digit numbers by single-digit numbers
Use short division to divide three-digit numbers by single-digit numbers including where the first digit is less than the divisor
Use short division to divide three-digit numbers by single-digit numbers; divide any remainders to give fractions
Multiply unit fractions by whole numbers
Multiply non-unit fractions by whole numbers

Place value and Subtraction
Use place value to add and subtract to/from 6-digit numbers
Compare 6-digit numbers and round to the nearest 10, 100, 1000, 10,000 and 100,000
Use decomposition to subtract pairs of five-digit numbers
Use decomposition to subtract pairs of five-digit numbers
Use decomposition to subtract pairs of five-digit numbers and four-digit numbers from five-digit numbers; solve word problems

Perimeter, area and volume
Find the perimeters of rectangles and composite shapes
Work out the missing lengths of sides in order to find perimeters
Find areas of squares and rectangles in cm2 or m2
Estimate area of irregular shapes; calculate the area from scale drawings
Find and estimate volumes

Number, place value and written subtraction
Multiply and divide by 10, 100 and 1000
Place numbers with two decimal places on a line, round to the nearest tenth or whole
Use Frog (counting up) to subtract pairs of numbers with same number of decimal places
Use Frog (counting up) to subtract pairs of numbers with different numbers of decimal places, e.g. 3.2 – 1.78 and 5.34 – 3.7
Use counting up to find change and differences between prices; Solve subtraction word problems

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subtraction

Multiplication and division
Find common multiples and common factors
Solve problems requiring scaling by simple fractions
Recognise and use square numbers and cube numbers
Use short division to divide 4-digit numbers by single-digit numbers, including those which leave a remainder
Use short division to divide 4-digit numbers by single-digit numbers, expressing the remainders as fraction

Written multiplication
Use short multiplication to multiply 4-digit numbers by single-digit numbers
Use grid method to multiply 2-digit numbers by 2-digit numbers
Use grid method to multiply 3-digit numbers by 2-digit numbers
Use long multiplication to multiply pairs of 2-digit numbers (one number less than 20)
Use long multiplication to multiply 3-digit numbers by 2-digit numbers (where the 2-digit number is less than 20)

Measures, data and time
Read timetables using the 24-hour clock; calculate time intervals
Calculate time intervals and find a time a given number of minutes or hours and minutes later
Draw and interpret line graphs and read intermediate points
Draw and interpret line graphs and read intermediate points; Introduce rate
Solve problems involving rate

Place value and Subtraction
Revise place value in numbers with three decimal places; Convert between kilograms and grams, litres and millilitres, metres and kilometres
Compare and order numbers with three decimal places and place on a line
Revise using counting up (Frog) to subtract pairs of numbers with two decimal places
Revise using counting up (Frog) to subtract numbers with different numbers of decimal places (1 or 2); Solve subtraction word problems
Use counting up to find change and differences between prices; Check subtraction with addition

Written multiplication and multiplication of fractions
Use long multiplication to multiply pairs of 2-digit numbers together where one < 30
Use long multiplication to multiply pairs of 2-digit numbers together where one number is less than 30
Use long multiplication to multiply a 3-digit number by a 2-digit number less than 30; Use rounding to estimate answers
Revise multiplying fractions by whole numbers; Simplify answers
Multiply mixed numbers by whole numbers

	Subtract fractions with related denominators Find unit and non-unit fractions of amounts ***Mental and written addition and subtraction and Written multiplication*** Revise mental addition and subtraction (Place Value and near multiples) Add pairs of 5-digit numbers (f-digit answers) Use decomposition to subtract pairs of 5-digit numbers	***Mental & written addition & subtraction; Written x and ÷*** Revise column addition of four-digit and five-digit numbers Revise column addition and subtraction of four-digit and five-digit numbers Use place value to add and subtract; add and subtract near multiples of 100, 1000 and 10,000 Use short multiplication to multiply four-digit numbers (including amounts of money) by single-digit numbers Use short division to divide four-digit numbers by single-digit numbers	***Calculation*** Revise column addition of whole numbers, decimals and money Revise column subtraction of whole numbers and counting up (Frog) to subtract decimals including money; choose a method Revise short division of 4-digit numbers, expressing remainders as fractions Solve single and multi-step problems, working out which calculation(s) are necessary Understand and use equivalence
MFL	**Unit 1** *- Revisit and extend greetings* *- Learn the alphabet* *- Understand simple classroom instructions* *- Revise numbers and give your age* *- Learn months of the year and be able to give dates* *- Say when is your birthday and give other people's dates of birth* *-Saying where you live* *- Name places in town* *- Say what there is and what there isn't in your local area* *- Ask for directions and give some simple directions* *- Learn about how Christmas is celebrated in France and to compare similarities and differences in some traditions.*	**Unit 2** *- Name some family words* *- Introduce members of your family* *- Know how to use some possessive adjectives* *- Use the verb avoir in the first person* *- Talk about brothers and sisters* *- Talk about your favourite animals* *- Recognise and know the names of colours* *- Understand how to use adjectives correctly (position and singular agreements)* *- Learn higher numbers and practise simple mathematical operations in French* *- Learn about the geography and climate of France* *- Learn some weather expressions* *- Say what the weather is like in different parts of the UK and France*	**Unit 3** *- Give opinions using the verbs 'aimer' and 'détester'* *- Learn names of foods and drinks* *- Investigate French foods and recipes* *- Extend knowledge of higher numbers* *- Learn about Euros and investigate coins and notes* *- Learn how to ask for and give prices* *- Ask for items in a shop or at a market* *- Know how to ask for different quantities of foods and drinks* *- Use adjectives correctly with foods to describe flavours* *- Perform role plays, asking politely for items* *- Create an i book 'Je me présente' to consolidate learning.*
Music	**STOMP and Rhythm** - Musical vocabulary - Rhythm notation - Playing in an ensemble - Composing rhythms **Pitch and Singing** - Pitch notation - Singing skills - Prepare performance for the school Christmas Concert - Compose a 4-bar melody	**The Elements of Music:** - Musical vocabulary - Analysing sounds and giving opinions using basic musical vocabulary - Composing and performing sounds **Accompanying Songs** Sing a side range of songs and explore different ways of accompanying them including - round - ostinato - chords - bassline - descant Put together a song with different accompaniments, exploring structure. Develop instrument-playing skills and performing with others	**Accompanying Songs (Continued from Spring Term)** then - **Suffolk Musical Icons** - Focus on music from Suffolk – local identity - Singing - Composing - Basic song-writing - Group performance

PE	**PE** Gymnastics: Acrobatic Gym Dance: Fireworks & Iron Filings OAA: Co-operation & small group activities **Games** Invasion Games: Football, Rugby, Hockey, Netball & Basketball Swimming (for those who haven't passed the test)	**PE** Gymnastics: Acrobatic Gym Dance: Fireworks & Iron Filings OAA: Co-operation & small group activities **Games** Invasion Games: Football, Rugby, Hockey, Netball & Basketball Swimming (for those who haven't passed the test)	**PE** Athletics: Introduction to throwing, running & jumping events **Games** Striking Games: Cricket & Rounders Net Games: Tennis & Badminton
PSHE	**Citizenship** **British values** **Christianity** **Relationships** **Money**		
RE		**Christianity**	**Islam**
Science	**Lab rules/ equipment naming and drawing.** **Healthy Living** - Food groups - Design a healthy menu - Importance of exercise/ effects on the body - Heart/ pulse (blood and blood vessels) - Muscles - Drugs - Investigating different exercises effect on pulse **Sound** - Observing instruments and vibrations - Sounds through different mediums - Volume (decibels, soundproofing) - Pitch: compared to volume, how to change pitch in relation to length, size, tightness etc. - Soundproofing Investigation (using iPads to measure sound from insulated sound source)	**Earth and Space** – Earth, Sun and Moon (shape, size, distance) - What causes day and night? - Day, month and year - Why does the Sun appear to move across the sky? - Explaining shadow length and position during a day - Planets: researching data, Top Trumps! - Investigating craters on the moon **Life Cycles** - The 7 life processes (MRS GREN) - Plant structure and function - Flower structure (dissect a daffodil) - Investigate the best conditions for seed germination - Pollination and fertilisation - Seed dispersal - Plant life cycle - Plant reproduction linked to human food security - Life cycles of animals including humans	**Materials** - Solids, liquids and gases: classifying and properties - Changing State: evaporation, condensation, freezing and melting - The water cycle - Investigate change of state, e,g, drying of washing on a lIne - Testing the properties of materials, e.g. solubility, conductivity etc. - Uses of materials based on their properties **Science Skills** - Planning - Obtaining results - Graphing - Analysing results and conclusions - Evaluations - Practical skills: using scientific equipment