## Chipping Hill Primary School Year 5 Long Term Plan - Curriculum Overview 2024-2025

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
	8 weeks	7 weeks	6 weeks	6 weeks	5 weeks	7 weeks + 2 days
Topic Overview	Ancient Civilisations	Biomes	History of Space	Coasts	Ancient and N	Nodern Greece
	CH English unit sequence: 1. Establishing purpose 2. Grammar focus lesse 3. Scaffolded task 4. Generating ideas/res 5. Planning 6. Independent writing 7. Reviewing and editing 8. Publishing	and audience/creating toolkit + n - practising using their tools searching Poetry	success criteria	<u>Playscripts</u> - PSHE	Narrative	Narrative
English Texts / Genres	<u>(Scene story)</u> Transition text - Journey <u>Poetry</u> (Free verse) "The Magic Box" <u>Explanations</u> - linked to Wallace and Gromit	<u>(roems on a given theme)</u> Remembrance <u>Narrative</u> (Just So Stories) <u>Mixed Genre</u> Biomes	Biographies and autobiographies Elizabeth Fry and famous astronomers, influential women in science. Narrative poetry "The Highwayman" (Assessed write)	Discussion Coastal erosion/plastic pollution "Should all plastic be banned?" <u>Poetry</u> ( <u>Based on structure studied</u> ) "The Spider and the Fly"	(Rags to Riches story) "Wonder" <u>Persuasive writing</u> Travel brochure for Greece <u>Poetry</u> Crown cinquains	(Myths and Legends) "The Adventures of Odysseus" <u>Non-chronological report</u> Legacy of the Ancient Greeks <u>Poetry</u> Nonets
	ASHLEY BOOTH TEXTS: 1. Holes - Taken from y6 to match focus author 2. William Kamkwamba	ASHLEY BOOTH TEXTS: 1. Do you Hear The People Sing from Les Miserables (song)	ASHLEY BOOTH TEXTS: 1. Margaret Hamilton. 2. Dorothy Vaughan. 3. The Tamie Dacks Equation	ASHLEY BOOTH TEXTS: 1. Cicada by Shaun Tan 2. The Circle of Life 3. Life Circle of a Putter flu	ASHLEY BOOTH TEXTS: 1. Wonder by RJ Palacio 2. Flora and Ulysses 3. Deumia Nichtingele	ASHLEY BOOTH TEXTS: 1. Chromatography 2. Mentos and Coke 3. Secondaria for hidder
Guided reading	3. How Parachutes Work	2. Leon and the place between by Angela McAllister	3. The Jamie Drake Equation by Christopher Edge.	<ol> <li>Lite Cycle of a Butterfly</li> <li>Floodland by Marcus</li> </ol>	<ol> <li>Kaymie Nightingale</li> <li>Louisiana's Way</li> </ol>	3. Searching for hidden beauty across the middle east.
	4. How Do Solar Panels Work? 5. Sir Tim Berners-Lee	3. The Jungle Book by Rudyard Kipling	4. Helen Sharman 5. The Highway Man (Poetry)	Sedgwick 5. War Horse by Michael Morpurgo (Novel)	5. Where is the love? by The Black Eyed Peas (Song)	4. The Promise by Nicola Davies
	(Biography)	4. The Island by Armin Greder	6. Sia - Elastic Heart (Song)			5. Poverty by Odimegwu Onumere

	<ul> <li>6. I've got a dream - Tangled (song)</li> <li>7. 'Twas The Night Before Christmas' by Clement Clarke Moore. (Poem)</li> <li>8. A Christmas Carol by Charles Dickens. (Story)</li> </ul>	5. Running Wild by Michael Morpurgo 6. The Great Kapok Tree by Lynne Cherry 7. The Explorer by Katherine Rundell		6. Out There - The Hunchback of Notre Dame (Song)		6. Piece by Piece by Kelly Clarkson
GPS Focus	Grammar, Punctuation and Vo Use correct grammatical terms writing Identify relative pronouns e.g. whose), when, where Use relative pronouns appropri Use devices (connectives) for Experiment with clause positio Ensure correct subject verb ag Identify relative clauses e.g. b where, when, whose, that Use relative clauses to expand	cabulary inology when discussing their which, that, who (whom, ately cohesion within a paragraph n in complex sentences greement eginning with who, which, sentences	Grammar, Punctuation and Va Use correct grammatical terms writing Use adverbs and adverbials as after five minutes), place (e.g. secondly) across a text Use commas to clarify meaning Orchestrate a range of senten Ensure correct subject verb ag	cabulary inology when discussing their connectives to show time (e.g. nearby) and number (e.g. or avoid ambiguity ce structures greement	Grammar, Punctuation and Vo Use correct grammatical termi writing Identify a modal verb is e.g. m may, must, shall, will Identify a modal adverb is e.g. Use modal verbs and adverbs Use the suffixes -ate, -ise, and adjectives into verbs Understand what parenthesis is Recognise and identify bracket Use brackets, dashes or comm Ensure correct subject verb ag	cabulary inology when discussing their ight, should, could, would, can, perhaps, surely, obviously d -ify to convert nouns or s ts and dashes as for parenthesis greement
Spelling	WEEK 1&2 Recap Year 3/4 expected words. WEEK 3&4 Spell words with the suffix -ive. WEEK 5&6 Spell words with the suffix -ist. WEEK 7&8 Spell words ending in -cious	WEEK 1&2 Spell words ending in -tious. WEEK 3&4 Spell words ending in -cial. WEEK 5&6 Spell words ending in -tial. WEEK 7 Consolidation of Autumn Term conventions taught. ASSESS TERM 1 CONVENTIONS	<ul> <li>WEEK 1&amp;2</li> <li>Spell words ending in -ant, -ance and -ancy.</li> <li>WEEK 3&amp;4</li> <li>Spell words ending in -ent, -ence and -ency.</li> <li>WEEK 5&amp;6</li> <li>Spell diminutives using mini-, micro-, -ette, -ling.</li> </ul>	WEEK 1&2 Spell words with the prefix bi- WEEK 3&4 Spell words with the prefix trans- WEEK 5&6 Spell words with the prefix im ASSESS TERM 2 CONVENTIONS	WEEK 1&2 Spell words with the prefix pro- WEEK 3&4 Spell words ending in -able and - ible WEEK 5 Consolidation of Spring/ Summer 1 conventions taught.	WEEK 1&2 Spell words ending in -ably. WEEK 3&4 Spell words ending in -ably. WEEK 5,6,7 Consolidation of Year 5/6 common exception words. ASSESS TERM 3 CONVENTIONS
Maths	Number & Place Value: (3 weeks)           • Roman numerals to 1,000           • Numbers to 10,000           • Numbers to 100,000           • Numbers to 1,000,000           • Read and write numbers to 1,000,000           • Powers of 10           • 10/100/1,000/100,000/100, 000 more or less	Multiplication and Division Block A: (3 weeks) Multiples Common Multiples Factors Common factors Prime numbers Square numbers Cube numbers Multiply by 10, 100 and 1,000 Divide by 10, 100 and 1,000	<ul> <li>Multiplication and Division B: (3 weeks)</li> <li>Multiply up to a 4-digit number by a 1-digit number</li> <li>Multiply a 2-digit number by a 2-digit number (area model)</li> <li>Multiply a 2-digit number by a 2-digit number</li> <li>Multiply a 3-digit number by a 2-digit number</li> <li>Multiply a 4-digit number by a 2-digit number</li> <li>Multiply a 4-digit number</li> </ul>	<ul> <li>Decimals and percentages:(3 weeks)</li> <li>Decimals up to 2 decimal places Equivalent fractions and decimals (tenths)</li> <li>Equivalent fractions and decimals (hundredths)</li> <li>Equivalent fractions and decimals</li> <li>Thousandths as fractions</li> <li>Thousandths as decimals</li> <li>Thousandths on a place value chart</li> </ul>	<ul> <li>Shape:(3 weeks)</li> <li>Understand and use degrees</li> <li>Classify angles</li> <li>Estimate angles</li> <li>Measure angles up to 180°</li> <li>Draw lines and angles accurately</li> <li>Calculate angles around a point</li> <li>Calculate angles on a straight line</li> </ul>	<ul> <li>Decimals (3 weeks):</li> <li>Use known facts to add and subtract decimals within 1</li> <li>Complements to 1</li> <li>Add and subtract decimals across 1</li> <li>Add decimals with the same number of decimal places</li> <li>Subtract decimals with the same number of decimal places</li> </ul>

	<ul> <li>Partition numbers to 1,000,000</li> <li>Number line to 1,000,000</li> <li>Compare and order numbers to 100,000</li> <li>Compare and order numbers to 1,000,000</li> <li>Round to the nearest 10, 100 or 1,000 Round within 100,000</li> <li>Round within 1,000,000</li> <li>Addition &amp; Subtraction: (2 weeks)</li> <li>Mental strategies</li> <li>Add whole numbers with more than four digit</li> <li>Subtract whole numbers with more than four digits</li> <li>Round to check answers</li> <li>Inverse operations (addition and subtraction)</li> <li>Multi-step addition and subtraction problems</li> <li>Compare calculations</li> <li>Find missing numbers</li> </ul>	<ul> <li>Multiples of 10, 100 and 1,000</li> <li>Fractions A (4 weeks)</li> <li>Find fractions equivalent to a unit fraction</li> <li>Find fractions equivalent to a non-unit fraction</li> <li>Recognise equivalent fractions</li> <li>Convert improper fractions to mixed numbers</li> <li>Convert mixed numbers to improper fractions less than 1</li> <li>Order fractions less than 1</li> <li>Compare and order fractions greater than 1</li> <li>Add and subtract fractions with the same denominator</li> <li>Add fractions with total greater than 1</li> <li>Add to a mixed numbers</li> <li>Subtract fractions</li> <li>Subtract from a mixed number</li> <li>Subtract from a mixed number</li> <li>Subtract from a mixed number</li> <li>Subtract two missed numbers</li> </ul>	<ul> <li>Solve problems with multiplication</li> <li>Short division</li> <li>Divide a 4-digit number by a 1-digit number</li> <li>Divide with remainders</li> <li>Efficient division</li> <li>Solve problems with multiplication and division</li> </ul> Fractions B (2 weeks) <ul> <li>Multiply a unit fraction by an integer</li> <li>Multiply a non-unit fraction by an integer</li> <li>Multiply a mixed number by an integer</li> <li>Calculate a fraction of a quantity</li> <li>Fraction of an amount</li> <li>Find the whole</li> <li>Use fractions as operators.</li> </ul>	<ul> <li>Order and compare decimals (same number of decimal places)</li> <li>Order and compare decimals (different number of places)</li> <li>Round to the nearest whole number</li> <li>Round to 1 decimal place</li> <li>Understand percentages</li> <li>Percentages as fractions</li> <li>Percentages as decimals</li> <li>Equivalent fractions percentages and decimals.</li> <li>Perimeter and Area:(2 weeks)</li> <li>Perimeter of rectangles</li> <li>Perimeter of rectangles</li> <li>Perimeter of polygons</li> <li>Area of compound shapes</li> <li>Estimate area</li> <li>Statistics: (2 weeks)</li> <li>Draw line graphs</li> <li>Read and interpret line graphs Read and interpret tables</li> <li>Two-way tables</li> <li>Read and interpret</li> </ul>	<ul> <li>Lengths and angles in shapes</li> <li>Regular and irregular polygons</li> <li>3D shapes</li> <li>Position and Direction:(2 weeks)</li> <li>Read and plot coordinates</li> <li>Problem solving with coordinates</li> <li>Translation</li> <li>Translation with coordinates</li> <li>Lines of symmetry</li> <li>Reflection in horizontal and vertical lines</li> </ul>	<ul> <li>Add decimals with different numbers of decimal places</li> <li>Subtract decimals with different numbers of decimal places</li> <li>Efficient strategies for adding and subtracting decimals</li> <li>Negative numbers (1 week):</li> <li>Understand negative numbers</li> <li>Count through zero in 1s</li> <li>Count through zero in multiples</li> <li>Compare and order negative numbers</li> <li>Find the difference</li> <li>Converting units (2 weeks):</li> <li>Kilograms and kilometres</li> <li>Millimetres and millilitres</li> <li>Convert units of length</li> <li>Convert between metric and imperial units</li> <li>Convert units of time</li> <li>Calculate with timetables</li> <li>Volume:</li> <li>Cubic centimetres</li> <li>Scompare volume</li> <li>Estimate capacity</li> </ul>
	FORCES	FORCES	EARTH AND SPACE- THE	TIMETADIES	MATERIALS- DISSOLVING	SOLUBILITY, FILTERING
Science	<b>Overarching big question:</b> How do forces affect movement?	8. <b>Gravity -</b> Making a force meter	SUN, MOON AND EARTH Overarching big question: How have our ideas of space changed over time?	(PLANTS) AND THEIR HABITATS LIFE CYCLES- AMPHIBIANS, MAMMALS, INSECTS, BIRDS.	SIEVING, EVAPORATING, M Overarching big question: Can I sort and classify materic properties?	MICROPLASTICS.

	<ol> <li>Gravity BQ: What is a force?</li> <li>Fair testing BQ: How does the size of the canopy affect the time it takes for a parachute to fall to the ground? (Air resistance)</li> <li>Comparative testing BQ: How does the weight of the passenger affect the time it takes for a parachute to fall?</li> <li>Friction BQ: Which shoe is the most slippery?</li> <li>Levers BQ: Can I use a lever to balance different weights?</li> <li>Pulley BQ: How does a pulley reduce the force needed to lift a load?</li> <li>Gears BQ: How do gears help things move more easily?</li> </ol>	<ul> <li>9. Water/air resistance Streamlining and water resistance</li> <li>ANIMALS, INCLUDING HUMAN CHANGES</li> <li>Overarching big question: What are the stages of a life cycle?</li> <li>1. Human changes over time</li> <li>2. The human lifecycle</li> <li>3. Gestation (animals)</li> </ul>	<ol> <li>Introduction to space and the solar system (sorting and classifying)</li> <li>History/models of the universe Space</li> <li>The planets</li> <li>Phases of the moon</li> <li>Space exploration (the Space race)</li> <li>Man on the moon - conspiracy theories</li> <li>The seasons</li> </ol>	Overarching big question: Can I explain the life cycles of amphibians, mammals, insects and birds? 1. A/Sexual reproduction in plants 2. Smart amphibians and insects 3. Mammals and birds 4. Unusual life cycles	<ol> <li>Sorting materials</li> <li>Separating mixtures</li> <li>Dissolving substances to form solutions</li> <li>Investigating factors affecting dissolving</li> <li>Thermal conductors and insulators</li> </ol>	<ol> <li>Electric conductors and insulators</li> <li>The process of burning</li> <li>Irreversible changes</li> <li>Chromatography</li> </ol>
<u>Computing</u>	CREATING MEDIA- INTRO TO VECTOR GRAPHICS Overarching big question: Can I create vector graphics? 1. The drawing tools 2. Creating images 3. Making effective drawings 4. Layers and objects 5. Manipulating objects 6. Create a vector drawing	DATA & INFO- FLAT FILE DATABASES Overarching big question: Can I convert information into flat-file databases? 1. Creating a paper-based database. 2. Computer databases 3. Using a database 4. Using search tools 5. Comparing data visually 6. Databases in real life	<ul> <li>PROGRAMMING A- SELECTION IN PHYSICAL COMPUTING</li> <li>Overarching big question: Can I use selection and conditions to write my own algorithm?</li> <li>1. Connecting crumbles.</li> <li>2. Combining output components.</li> <li>3. Controlling with conditions.</li> <li>4. Starting with selection</li> <li>5. Drawing designs</li> <li>6. Writing and testing algorithms.</li> </ul>	CREATING MEDIA- VIDEO PRODUCTION Linked to PSHE Overarching big question: Can I produce a video with iMovie software? 1. What is video? 2. Filming techniques 3. Using a storyboard 4. Planning a video 5. Importing and editing video 6. Video evaluation	<ul> <li>PROGRAMMING B-Selection in quizzes (Scratch)</li> <li>Overarching big question: Can I design my own quiz with scratch software?</li> <li>1. Exploring conditions.</li> <li>2. Selecting outcomes.</li> <li>3. Asking questions.</li> <li>4. Planning a quiz.</li> <li>5. Testing a quiz.</li> <li>6. Evaluating a quiz.</li> </ul>	COMPUTING SYSTEMS AND NETWORKS - SYSTEMS AND SEARCHING Overarching big question: Can I explain how information is transferred between systems and devices? 1. Systems 2. Computer systems and us 3. Searching the web 4. Selecting search results 5. How search results are ranked 6. How are searches influenced
lumanities	HISTORY- ANCIENT CIVILISATIONS Overarching big question:	GEOGRAPHY - BIOMES Overarching big question: What is a biome?		GEOGRAPHY- COASTS Overarching big question:	HUMANITIES- MODERN AN Overarching big question: How does Ancient Greece comp	D ANCIENT GREECE

	What do all the Areient			What is the impact of		
		1 Transfer 1 to 1 to 1		what is the impact of		
	civilisations have in common?	1. Introducing climate		coastal erosion?		
		2. What is a climate zone?				
	1. Understanding of	3. Reading climate		1. Labelling counties/coastal		
	chronology	4. What is a biome?		areas (2 lessons needed)		
	<ol><li>Ancient civilisations maps</li></ol>	<ol><li>Investigating connections</li></ol>		2. Mapping a coastal location	1. Where does	1. Comparing locations -
	and timelines	<ol><li>Investigating change</li></ol>		3. Coastal features	Ancient Greece fit	Walton-on-the-
	3. Early writing			4. Weathering	into history?	Naze/Location in Greece
	<ol><li>Houses and cities</li></ol>			5. Coastal erosion	2. Where is Europe	2. Comparing periods of
	5. Greatest achievements				and what are its	history - Greece vs Roman
	(presenting as groups)				countries like?	Britain
	6. Debating - which was the				3. Landscape of	3. Migration
	most important achievement				Ancient Greece	4. Consequences of invasions
	of the ancient civilisations?				4. City States and	- Greco-Persian invasions
					Athens Vs Sparta	5. Alexander the Great - 2
					(2 lessons needed -	sessions needed.
					dive deeper)	6. Ancient Greece -
					5. Minoan trade	Greatest Achievements (link
						to Legacy)
		COLLAGE FOCUS		DRAWING FOCUS	PRINTING FOCUS	
		(Landscapes)			(Pop Art)	
				Object being dropped into		
		Focus artist: Vanessa		water.	Focus artist: Andy Warhol	
		Gardiner				
				PAINTING FOCUS	Stage 1 - What is pop art?	
		Stage 1 - Exploring Vanessa			Exploring Roy Lichenstein,	
		Gardiner.		Focus artist: Mikalojus	Andy Warhol, David Hockney	
				Konstantinas Čiurlionis	and Yayoi Kusama.	
		Stage 2 - Experimenting			,	
		with techniques in the		Stage 1 - Exploring	Stage 2 - Experiment with	
		chosen discipline.		Mikalojus	the techniques - Learning to	
		ľ		Konstantinas Čiurlionis	print a monoprint.	
Art		Stage 3 - Plan a finished				
		piece of artwork.		Stage 2 - Experimenting	Stage 3 - Planning printing	
		'		with techniques in the	with more than one colour -	
		Stage 4 - Create your own		chosen discipline.	retrieval to Hokusai - great	
		artwork.			wave.	
				Stage 3 - Plan a finished		
		Stage 5 - Critically evaluate		piece of artwork.	Stage 4 - Creating own	
		their own artwork.			artwork - printing.	
				Stage 4 - Create your own		
				artwork.	Stage 5 - Evaluating their	
					own artwork and considering	
				Stage 5 - Critically evaluate	what worked well and what	
				their own artwork.	could be improved.	
	DT- SEWING		DT- CAM TOYS			DT- FOOD TECH
DT	MOBILE PHONE CASE		(Space theme)			(Bread for a Greek
DT						banquet)
	Project title: Design, make		Project title: Design, make			
	and evaluate a phone case		and evaluate a cam toy for a			

for to use to protect       child to use to represent       n         inear motion.       inear motion.       an         i. Research / explore       existing products. Develop a       design criteria -         design criteria       design criteria -       1.         (Research)       Understanding cams       ex         2. Initial ideas/ planning of       phone case.       (Initial ideas)         3. Final design of phone case.       (Steps I will follow)       (Steps I will follow)         4. Make a prototype/       s. (My finished product)       (My finished product)         5. Making a phone case.       (My finished product)       4/5. Making the cam toy         (My finished product)       6. Evaluate phone case.       (Ku finished product)         6. Evaluate phone case.       (Evaluating the cam toy       (My finished product)	<ul> <li>Project title: Design, make and evaluate mediterranean bread for people to eat at a Greek banquet.</li> <li>1. Research and explore existing products of different types of bread (tasting session). (Research)</li> <li>2. Designing your own bread. (Initial ideas) (Steps I will follow)</li> <li>3. Create a prototype- make (Dive deeper) (Final design)</li> <li>4. Making a mediterranean</li> </ul>
their phone.       linear motion.       an         1. Research / explore       existing products. Develop a       br         design criteria       design criteria -       1.         (Research)       Understanding coms       existing products. Develop a       design criteria -         2. Initial ideas/ planning of phone case.       2. Initial ideas/ planning of cam toy.       2.       (rtitial ideas)         3. Final design of phone case.       (Final design)       (Gsteps I will follow)       (Gsteps I will follow)         4. Make a prototype/       evaluate-       (My finished product)       4.         5. Making a phone case       (My finished product)       4.         6. Evaluate phone case.       (My finished product)       5.         6. Evaluate phone case.       (Fouluation)       5.	and evaluate mediterranean bread for people to eat at a Greek banquet. 1. Research and explore existing products of different types of bread (tasting session). (Research) 2. Designing your own bread. (Initial ideas) (Steps I will follow) 3. Create a prototype- make (Dive deeper) (Final design) 4. Making a mediterranean
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1. Research / explore       1. Research / explore       Gr         existing products. Develop a       existing products. Develop a       1.         design criteria       design criteria       1.         (Research)       Understanding cams       ex         2. Initial ideas/ planning of phone case.       1. Initial ideas/ planning of cam toy.       1.         3. Final design of phone case.       (Final design)       (T.         (Steps I will follow)       3. Creating the foreground and background for the cam toy.       (My finished product)         4. Make a prototype/       (My finished product)       4.         5. Making a phone case.       (My finished product)       4.         6. Evaluate phone case.       (My finished product)       5.         6. Evaluate phone case.       (Evaluation)       5.	Greek banquet. 1. Research and explore existing products of different types of bread (tasting session). (Research) 2. Designing your own bread. (Initial ideas) (Steps I will follow) 3. Create a prototype- make (Dive deeper) (Final design) 4. Making a mediterranean
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C.A.D.	
(Evaluation)	
(Improved version)	
CHRISTIANITY/ISLAM BUDDHISM/ CHRISTIANITY CHRISTIANITY HI	HINDUISM
(Philosophy) CHRISTIANITY (Philosophy) (Theology) (T	(Theology)
(Human and social science)	<b>a 1</b> , 1, 1, 1, 1,
Overarching big question: Overarching big qu	Overarching big question:
How has belief in Overarching big question: What difference does the Is believing in God W	What do Hindus believe?
impacted on music and art Why should we be good? resurrection make to reasonable? Ho	How do they express their
through history? What do philosophers teach Christians?	faith?
about the meaning of life? 1. Engage- Examine the	
1. Engage- Identify and       1. Engage- Explore and       purpose of religious and       1.	1. Engage- Define the
categorise philosophical and 1. Engage- Examine interpret Plato's thought secular celebrations. fu	tundamental concepts and
non-philosophical questions. different types of artistic experiment 'The Allegory of be	beliefs which underpin
expression. the Cave'. 2. Enquire & Explore- Hi	Hinduism.
2. Enquire & Explore- Define Compare and contrast the	
and summarise the beliefs 2. Enquire & Explore- 2. Enquire & Explore- Gospel's of Christ's 2.	2. Enquire & Explore-
and values of Theist, Identify the history and Compare Karmic and Resurrection. Ex	Examine Hindu beliefs about
Agnostic and Atheist symbolism of Christian art. Christian beliefs and how Gc	God.
followers. they affect moral behaviour. 3. Enquire & Explore- Explain	
3. Enquire & Explore- the significance of a 3.	3. Enquire & Explore-
3. Enquire & Explore- Compare and contrast 3. Enquire & Explore- religious festival to In	···=····
Compare and contrast two Islamic art forms. Examine Buddhist teachings Christian beliefs. of	Investigate the significance
theories of religious beliefs on how to live a good life.	Investigate the significance of Diwali to Hindu beliefs.

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		<ul> <li>4. Evaluate - Evaluate the beliefs of Humanists.</li> <li>5. Express- Plan and compose a balanced argument which considers a range of viewpoints.</li> </ul>	<ul> <li>4. Evaluate- Analyse the impact of different cultures on a significant architectural site.</li> <li>5. Express- Compose and conduct a debate which encompasses conflicting viewpoints.</li> </ul>	<ul> <li>4. Evaluate- Evaluate Kant's philosophical response to moral behaviour.</li> <li>5. Express- Compose an argument which includes ideas from religious and philosophical concepts.</li> </ul>	<ul> <li>4. Evaluate- Debate the significance of Easter Festival to Christian beliefs.</li> <li>5. Express- Create an infographic poster explaining the relevance of the Resurrection.</li> </ul>	<ul> <li>4. Evaluate- Explain how Hindu beliefs shaped the life of Mohandas Gandhi.</li> <li>5. Express- Design an artwork which encompasses the four Yogic paths of freedom.</li> </ul>
PSHE	KEEPING SAFE AND MANAGING RISK Overarching big question: Can I keep myself safe and manage risks? 1. Keeping safe online 2. Violence within relationships is not acceptable 3. Problems that occur when someone goes missing from home. 4. Problems that occur when playing outside.	SEX AND RELATIONSHIPS (PUBERTY) Overarching big question: Can I explain the changes my body will go through during puberty? 1. External changes that happen to the body - The Pants lesson 2. Physical changes during puberty 3. Periods and wet dreams 4. Personal hygiene 5. Emotional changes during puberty	DRUG, ALCOHOL AND TOBACCO EDUCATION Overarching big question: Can I identify the risks related to drugs, alcohol and tobacco? 1. Risks associated with smoking drugs 2. Health implications when smoking drugs 3. Influences on drug use 4/5. Strategies to resist peer pressure	STEREOTYPES, DISCRIMINATION AND PREJUDICE Overarching big question: Can I explain the negative impact that stereotyping and discrimination can have on individuals and groups? 1. Learning about stereotyping including gender stereotyping 2. Diversity role models 3. LGBTQ+ community. 4. Prejudice and discrimination.	PHYSICAL HEALTH AND WELL-BEING Overarching big question: Can I identify how the media can influence my physical and mental well being? 1. Food advertising 2. Role models 3. Manipulating photography	FIRST AID (St John's Ambulance scheme) Overarching big question: Can I administer emergency first aid? 1. Basic life support 2. Head injuries 3. Choking 4. Bleeding MENTAL HEALTH (DEALING WITH FEELINGS) Project evolve - Mental wellbeing and dealing with feelings: • online relationships • health wellbeing and lifestyle • online bullying • self-image and identity • online reputation
PE (Outdoor)	NETBALL 1. Develop passing and moving to maintain possession. 2. Use a variety of attacking skills to lose a defender. 3. Move into and create space to support a teammate. 4. Use defending skills to gain possession. 5. Develop accuracy in the shooting action under pressure.	FITNESS (Coach James) Sessions planned and led by Coach James. Teacher to be out supporting every session.	<ul> <li>FOOTBALL</li> <li>1. Maintain possession when dribbling.</li> <li>2. Dribble with control under pressure.</li> <li>3. Select the appropriate skill, choosing when to pass/ dribble.</li> <li>4. Move into and create space to support a teammate.</li> <li>5. Use the appropriate defensive technique for the situation.</li> </ul>	<ul> <li>HANDBALL</li> <li>1. Use a variety of passes to maintain possession under pressure.</li> <li>2. Create space and move towards the goal and away from defenders.</li> <li>3. Apply appropriate skill to score goals.</li> <li>4. Prevent an opponent from scoring.</li> <li>5. Use appropriate defensive technique for the situation.</li> </ul>	<ul> <li>ROUNDERS</li> <li>1. Apply throwing and catching skills relevantly to the situation.</li> <li>2. Develop bowling accuracy.</li> <li>3. Develop batting skills.</li> <li>4. Develop fielding techniques.</li> <li>5. Understand the need for tactics and identify when to use them.</li> <li>6. Compete in a tournament using learnt skills.</li> </ul>	<ul> <li>ATHLETICS</li> <li>1. Understand pace and apply different speeds over varying distances.</li> <li>2. Develop fluency and coordination when running for speed.</li> <li>3. Develop technique in relay changeovers.</li> <li>4. Build momentum and power in the triple jump.</li> <li>5. Develop throwing with force for longer distances.</li> </ul>

	6. Apply learnt skills and tactics in a game situation.		6. Apply rules, skills and principles to play in a tournament.	6. Apply rules, skills and principles to play in a tournament.		6. Develop throwing with greater control and technique.
PE (Indoor)	(Extra outdoor) OUTDOOR ADVENTUROUS ACTIVITIES 1. Develop communication and negotiation skills. 2. Develop strong communication and negotiation skills to solve challenges. 3. Develop planning and problem solving skills. 4. To work as a team to solve problems. 5. Develop navigation skills and map reading. 6. Create and follow a key and route on a map.	<ul> <li>GYMNASTICS <ol> <li>Perform symmetrical and asymmetrical balances.</li> <li>Perform symmetrical and asymmetrical balances using apparatus.</li> <li>Develop the straight, forward, straddle and backwards roll.</li> <li>Develop rolls within a sequence.</li> <li>Explore different travelling actions using both canon and synchronisation.</li> <li>Explore travelling, linking actions in both canon and synchronisation.</li> </ol> </li> </ul>	<ul> <li>GYMNASTICS (cont.)</li> <li>1. Perform progressions of inverted movements.</li> <li>2. Perform progressions of inverted movements.</li> <li>3. Explore matching and mirroring in sequence work.</li> <li>4. Explore matching and mirroring using actions on the floor and apparatus.</li> <li>5. Create a partner sequence using apparatus.</li> <li>6. Create a group sequence using apparatus.</li> </ul>	<ul> <li>DANCE</li> <li>1. Create a dance using a random structure.</li> <li>2. Understand how changing dynamics changes the appearance of a dance.</li> <li>3. Use relationship and space to change how a performance looks.</li> <li>4. Copy and repeat movements in the style of 'rock and roll'.</li> <li>5. Work with a partner to copy and repeat actions in time.</li> <li>6. Work collaboratively to choreograph a dance in the style 'rock and roll'.</li> </ul>	<ul> <li>DANCE (cont.)</li> <li>1. Develop set choreography inspired by Mayan god.</li> <li>2. Create motif in a given character with consideration of dynamics, space and relationships.</li> <li>3. Use structure to choreograph a dance performance.</li> <li>4. Use matching, cannon and unison in the style of lion dance.</li> <li>5. Use space and relationships to create a dragon dance.</li> <li>6. Choreograph and perform a Chinese dance.</li> </ul>	<ol> <li>DODGEBALL</li> <li>Develop throwing skills.</li> <li>Develop dodging skills.</li> <li>Develop catching skills.</li> <li>Develop blocking skills.</li> <li>Identify how to create and use tactics.</li> <li>Apply rules, skills and tactics in a tournament.</li> </ol>
Music	VIKINGS (GET SET 4 MUSIC) Overarching big question: How does pulse, rhythm and notation affect a performance, improvisation or composition? 1. Explore and organise rhythms using voice and instruments. 2. Organise rhythms into beats and notate them. 3. Perform simple rhythms from music notation. 4. Compose and combine rhythms creatively to convey an intended effect. 5. Combine ideas to create an interesting and satisfying structure. 6. Perform Viking compositions and offer feedback.	AFRICA (GET SET 4 MUSIC) Overarching big question: Can I compose and perform rhythmic pieces of music using conventions found in traditional African music? 1. Copy and improvise rhythms through musical games. 2. Perform an independent part within a whole class ensemble. 3. Apply and use key features of African music to create rhythmic compositions. 4. Develop a piece of music considering the structure. 5. Refine and perform our composition and critically appraise it. 6. Perform a group composition using the key features of African music.	<ul> <li>PLANETS (GET SET 4 MUSIC)</li> <li>Overarching big question: Can I compose music inspired by the planets considering mood and motif?</li> <li>1. Listen and appraise music exploring the sounds used to capture characteristics.</li> <li>2. Compose a programmatic piece of music considering the inter-related dimensions of music.</li> <li>3. Create a motif considering the inter-related dimensions of music.</li> <li>4. Consider how motifs can be accompanied and record this using Western notation.</li> <li>5. To use ABA structure to organise music.</li> <li>6. Perform as a group and appraise the work of others.</li> </ul>	ANIMAL KINGDOM (GET SET 4 MUSIC) Overarching big question: Can I use intervals and chords to convey an effect when composing music? 1. Explore the relationship between pitches to create harmonies. 2. Understand how chords are formed and to play as an ensemble. 3. Explore using chords to create effect. 4. Explore how chords can be adapted to achieve intended effects. 5. Compose music using harmony, intervals and chords to create an intended effect. 6. Rehearse, refine and perform our composition.	<ul> <li>ROCK AND ROLL (GET SET 4 MUSIC)</li> <li>Overarching big question: What are the instrumentals to create a rock band?</li> <li>1. To sing as part of an ensemble.</li> <li>2. To sing as part of an ensemble in a two part harmony.</li> <li>3. Understand what a chord is and to play a chord pattern on tuned percussion.</li> <li>4. Improvise a melody line within a call and response structure.</li> <li>5. Read and perform pitch notation to a steady beat.</li> <li>6. Perform an independent part within an ensemble.</li> </ul>	MELODIES OF DIVINITY (GET SET 4 MUSIC) Overarching big question: Can I record music using the Indian note names and Western notation? 1. Improvise over a drone with a sense of shape and character. 2. Improvise freely over a drone using a wider range of notes developing a sense of melody and rhythm. 3. Perform the opening of a raga with consideration of style and features of Indian classical music. 4. Compose and perform a rhythm with consideration of the features of a tal. 5. Understand the structure of a raga and compose and notate a short melody. 6. Structure and perform a final piece.

	BUILDING ON THE HIGH	DAYS OF THE WEEK	DAYS	FRUIT AND FOOD- LIKES	DESSERT (COOKING IN	WHERE I LIVE
	STREET			AND DISLIKES	SPAIN)	
		UNDERSTANDING A SHORT	HOBBIES AND SPORT			SIMILARITIES &
MEL Cronich	DIRECTIONS	STORY		BREAKFAST	REVISION OF DAYS, WEEKS,	DIFFERENCES BETWEEN LIFE
MrL - Spanish			TO EXPRESS OPINION		MONTHS	IN UK AND SPAIN
La Jolle Rona	ASKING WHERE PLACES ARE	CHRISTMAS IN SPAIN		MEMORISE A SHORT RHYME		
			NUMBERS 0-50		WEATHER	QUIZ
						DIRECTIONS
						ASKING WHERE PLACES ARE