

Cleves School Curriculum Map
Year 5 – Autumn Term 2022-23
TUDORS

Maths

The expectation is that children will begin to be able to achieve these objectives with some support.

Number and Place Value

- Read, write, order and compare numbers to at least 1000000 and determine the value of each digit.
- Count forwards or backwards in steps of powers of 10 for any given number up to 1000000.
- Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero.
- Round any number up to 1000000 to the nearest 10,100, 1000, 10000 and 100000
- Read Roman numerals to 1000 (M) and recognise years written in Roman numerals

Addition and Subtraction

- Develop their understanding of the meaning of the equals sign
- Add and subtract numbers mentally with increasingly large numbers
- Continue to develop knowledge of addition and subtraction facts and to derive related facts
- Solve addition and subtraction multi-step problems in familiar contexts, deciding which operations and methods to use and why
- Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)
- Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy

Multiplication and Division

- Use multiplication and division as inverses
- Develop their understanding of the meaning of the equals sign (*)
- Establish whether a number up to 100 is prime
- Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers
- Multiply and divide numbers **mentally** drawing upon known facts
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000
- Solve calculation problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes
- Identify multiples and factors, including all factor pairs of a number, and common factors of 2 numbers (NB: Also an algebra objective)
- Recall square numbers and cube numbers and the notation for them
- Recall prime numbers up to 19

Measure (Area and Perimeter)

- Understand the difference between perimeter as a measure of length and area as a measure of two-dimensional space
- Measure the perimeter of composite rectilinear shapes
- Calculate the perimeter of composite rectilinear shapes
- Calculate and compare the area of rectangles
- Estimate the area of irregular shapes

Statistics

- Complete table and interpret more complex tables (not timetables)
- Solve problems using information in tables (not timetables)
- Decide the best way to present given data

Geometry (Position and Direction)

- Continue to use coordinates in the first quadrant to become fluent in their use
- Identify the points required to complete a polygon
- Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

Literacy

Mega City - Revising grammar, editing and uplevelling skills

Recount Writing - A first-hand account of the Battle of Bosworth - engaging the reader's emotions, combining description and action

Non Chronological Report - An information text with short biographies of Henry VIII's wives - use of relative clauses, grammar features for cohesion

Stories from other times in history - An adventure narrative set in the Tudor times - combining action, description and dialogue

Playscripts- Playscripts based on a scene from Shakespeare's Twelfth Night - format of a playscript, combining speech and stage directions. Performance.

Computing

E-Safety and digital awareness

The use of email and how to use digital communications safely

Digital Citizenship

Understand the importance of good digital citizenship including digital etiquette, and respect and how to be digitally safe.

We Are Game Developers - Scratch

Design and create a computer game

Understand how to create algorithms that use as few steps as possible (efficiency) and which include repetition and variables

To debug own and others' computer programs.

Science

Properties and changes of materials

- Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency and response to magnets.
- Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution
- Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating

Living things and their habitats

- Understand the life cycles of insects, birds and amphibians
- Compare and contrast the life cycles of different types of mammals

History

The Tudors

- Understand some key events in British history between 1066 and 1485.
- Know the order of the Kings of England from 1066 - 1485 and understand the significance of the Wars between the Houses of Lancaster and York and key dates.
- Understand the significance of the Battle of Bosworth and how it led to the start of the Tudor dynasty which united the Houses of Lancaster and York.
- Know the succession of the Tudor monarchs, the relationships between them and key dates.
- Know the history and significance of Hampton Court as it links to the reign of Henry VIII (Hampton Court trip)
- Understand the reasons why Henry VIII broke with the Roman Catholic church.
- Understand how the succession of English monarchs after Henry VIII led to the persecution of Protestants and Catholics.
- Understand why Elizabeth I was a significant ruler and understand her major accomplishments, including the defeat of the Spanish Armada.
- Understand the significance of Tudor Explorers, their importance in England's prosperity and the development of the British Empire.
- Understand some aspects of Tudor life (Tudor Day)

Games and PE/Dance

Athletics

A variety of track and field athletic events including:

- Pace Judgement
- Sprint start
- Fitness circuit
- Long/Triple Jump
- Throwing
- Inter-house Competition

Tudor Dance

- Etiquette & The Pavane
- The Galliard

Basketball

Real PE

Art

Tudor Portraiture and the Renaissance Art Period

- Works of artist Hans Holbein The Younger including *Portrait of Henry VIII*
- Understand the key features of the Renaissance Art 15th to 16th Century
- Study key artists from this period and their artwork - Leonardo da Vinci, Michelangelo, Raphael, Donatello
- Drawing faces in proportion
- Multimedia Tudor style portrait

Design Technology - Food Technology

Taste and evaluate a range of soups
Design pottage (soup) recipe
Learn cooking skills safely - chopping
Evaluate final product

PSHE

Relationships

- Families and friendships
- Safe relationships
- Respecting ourselves and others
- Relationship and Sex Education (RSE)

Rights and Responsibilities – UNICEF.
Form a Class Charter linked to Rights and Responsibilities.

Anti - Bullying Week

RE

How can churches help us to understand Christian belief?

Harvest

What would communities do without Harvest?

How did Jesus' teaching challenge people?
Why is light an important sign at Christmas and in many religions?

Music

Throughout the year the children will be part of a termly rotation that will include;

- Trumpet tuition (Surrey Arts),
- learning how to play the Glockenspiels
- using Charanga.com to explore jazz music and voice

This term

5F & 5G - guitar tuition (Surrey Arts),

5N & 5M - learning how to play the Glockenspiels

5K & 5C - using Charanga.com to explore jazz music and voice

French

- School subjects
- Comparing British schools to French schools
- Agreement of adjectives
- Telling the time
- Christmas traditions