Curriculum Map 2019-2020
Class 4
Year 5/6

		Autumn – Ancient Greece World War 1	Spring – Mountains Victorians	Summer – Space Earth Matters
Maths		**Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics**		
Reading	**Word Reading**	**NC Appendix 1 (NC p 43)**		
	Comprehension	**Texts include: wide range of fiction (including fairy stories, myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books / text books (NC p 43)**		
Writing	**Transcription**	**Spelling programme (NC Appendix 1)**		
	Composition	**Writing focusing on audience, purpose and form (NC p 47/48)**		
	VGP	**NC Appendix 2**		
Speaking & Listening		**12 Statutory statements (NC p 17)**		
Science		**Electricity** Inv –What effects the brightness of bulbs?	**Animals, including humans** **Properties and changes of materials** Changes in state; dissolving, mixing, filtration Inv –How does temp of water effect dissolving? How does number of stirs effect dissolving?	**Earth and Space** movement of the Earth, and other planets; movement of the Moon; Earth's rotation to explain day and night; (Neil Armstrong)
Computing		**Computer Science - Use customisation to change a working program to change its effect.** **IT -combine a variety of software to accomplish given goals, communicating and publishing.** **Digital Literacy –Our Digital Life.** **Digital Friendships** **Digital Literacy** **E-Safety Week**	**Computer Science-solve problems by decomposing them into smaller parts, use selection. Use logical reasoning to detect and correct errors in algorithms- Kodu** **IT-use and combine software-creating spreadsheets.** **Digital Literacy-be discerning in evaluating digital content (Reliability of websites, online password checker)**	**Computer Science -use logical reasoning to explain how some simple algorithms work using microbits.** **IT -select, use and combine software on a range of digital devices powerpoint, imovie and website design** **Digital Literacy – e-safety-CEOP play, like share resources.**
History		**Ancient Greece, life and influence -**What did the Ancient Greeks do for me?		**Non-European Society (e.g. Maya**)– Who was making history in faraway places?
Geography		**Locational Knowledge**-locate world countries. Locate countries in Europe eg. Greece **Europe Week**	**Locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities** **Describe and understand key aspects of physical geography, including:** **Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water** **Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied** **Asia Week** **UK Week**	**Locational Knowledge-**position and significance of lines of longitude and latitude, time zones, climate zones, biomes and vegetation belts. Main features of the globe.
Geographical skills and fieldwork –on going across the year				
D & T		**Electric Control–**make a working torch with a switch **Cooking and nutrition– world war 1** food		**Electric control-**make an electrically controlled moon buggy
Art & Design		**Sculpture –**Greek Sculpture **Printing –**Greek patterns **Painting-** Greek vases and plate designs	**Artists -** Albert Bierstadt Nicholas Roerich	**Painting & Printing**–space related
Music		**Charanga Unit 1** / **Charanga Unit 2**	**Charanga Unit 3** / **Charanga Unit 4**	**Charanga Unit 5** / **Charanga Unit 6**
MFL – French		Counting up to 100 Reinforce transport	Reinforce describing colour and size Compare colours and sizes Describing what people are doing	Reinforce alphabet Describing colour/size and temperature

	Giving directions How to spell –the alphabet	using the 3rd person of the present tense	Describing position Using intensifiers for opinions Giving reasons for opinions
P.E.	Football Netball Tag Rugby SAQ	Dance Basketball Tennis Hockey	Games Cricket SAQ Athletics OAA
R.E. **Come and See**	Loving Vocation & Commitment Expectations Judaism	Sources Unity Death & New Life Sikhism	Witnesses Healing Common Good
Additional Computing Information	**Computer Science-Work with variables.** Create a simple game in Kodu with a basic scoring system **IT-Combine a variety of software to accomplish given goals, l analyse and evaluate data, design system**. Create and use spreadsheet to calculate food miles for a meal. Create a poster/website to advertise their athlete's meal along with explanatory text. Use image editing software to enhance their pictures. **Digital Literacy**-SWGFL –Picture perfect –linked to enhancing pictures of food. **Understand the opportunities computer networks offer for collaboration** Create class wiki or blog explaining the design of their healthy meal	**Computer Science-Solve problems by decomposing them into smaller parts, Use selection. Use logical reasoning to detect and correct errors in algorithms.** Create simple repeating pattern (spirograph)by using nested loops (Scratch Logo/Textease turtle), Solve problems by using loops e.g. Cargobot App, create game using loops e.g. whack a witch. **IT-Use and combine software** Use GPS/QR codes to plot a journey around the school site to make then follow a maths trail. Search a database (eg national rail) to plan a journey **Digital Literacy-Be discerning in evaluating digital content and conditions.** SWGFL strong Passwords. Work with a class from another area of the world to produce a blog on their school day. Use Skype to discuss progress	**Computer Science-Use logical reasoning to explain how some simple algorithms work**. Use Flowol or Go to control an on-screen simulation. Using a control box use this to control their DT Moonbuggy Model **IT-Select, use and combine software on a range of digital devices** -Produce a storyboard and animation about the solar system. Evaluate. Use Video software (Photostory, imovie etc) to create a short documentary about the 1969 Moon Landings **Digital Literacy**-SWGFL –Digital Citizenship Pledge (Start of year –online rules) , You've Won a Prize **Appreciate how search results are ranked**. Use the TASK test so that children search for a website a planet , and can explain why they have chosen it. (Title, Author, Summary, (K)Child Friendly) SWGFL How to Cite a Site. Use this to produce an information sheet about the planet
RRSA	Right to an education (article 28) Right to a name and nationality (article 7) Right to think and believe whatever you want to and practice any religion (article 14)	Right to be listened to (article 12) Right to an education that develops your personality and abilities, and encourages you to respect other people, cultures and the environment (article 29)	Right to play (article 31) The right to basic standard of living: food, clothing and a safe place to live.(article 27)