

## Key Stage 2 Topic Coverage

	Year 5
<b>Autumn 1</b>	<p>'Exploration'</p> <ul style="list-style-type: none"> <li>*Literacy - Non Fiction- Recounts and Journalistic style. Fiction- Write stories of adventure.</li> <li>*Maths - Number and number facts, place value, decimals, One and two step word problems and calculating mentally.</li> <li>*Science - Life cycles of plants and animals (inc mammal, insect, bird and amphibian).</li> <li>*ART/DT - Aztec art - Improve mastery of techniques such as drawing, painting and sculpture with varied materials. Aztec patterns and weaving.</li> <li>*Geography - Spain and Mesoamerica. Exploration. How the Spanish discovered the Aztecs.</li> <li>*History -Aztecs -Exploring and comparing cultures and changes over time.</li> <li>*RE - Rules for living.</li> <li>*Music - Aztec music -Perform with control. Improvise and compose using dimensions of music.</li> <li>*PE - Play competitive games, applying basic principles. Compare performances to achieve personal bests.</li> <li>*PSHE/SEAL- 'New beginnings'.</li> </ul> <p>Texts - Class reader- 'Trapped in Tenochtitlan'.</p>
<b>Autumn 2</b>	<p>'Double, Double Toil and Trouble'</p> <ul style="list-style-type: none"> <li>*Literacy - Write plays. Write biographies.</li> <li>*Maths - Fractions, percentages, decimals and all four operations.</li> <li>*Science - Gravity, resistance and mechanical forces.</li> <li>*ART/DT - Learn about Great artists, architects and designers.</li> <li>*Geography - Wales - Capital and cities. Locate and explore counties, cities, regions and features of Wales.</li> <li>*RE - Light as a symbol of some religious celebrations.</li> <li>*Music - Use and understand basics of staff notation.</li> <li>*PE - Tudor Dance. Celtic dance. Compare performances to achieve personal bests.</li> <li>*PSHE/SEAL- 'Going for Goals'.</li> </ul> <p>Trips - Trip to a local theatre. Gordon Craig.</p> <p>Texts -'Macbeth'</p>
<b>Spring 1</b>	<p>'Here be Dragons'</p> <ul style="list-style-type: none"> <li>*Literacy - Write stories that contain mythical, legendary or historical characters. Write instructions.</li> <li>*Maths - Timetables, collecting, organising, representing and interpreting data. Patterns and sequences. Understanding shape.</li> <li>*Science - Describe changes as humans develop and mature.</li> <li>*ART/DT - Use sketchbooks to collect, record, review, revisit and evaluate ideas/ Use annotated sketches, cross section diagrams and computer aided design.</li> <li>*Geography - Use 4 figure grid references on OS maps</li> <li>*History - Ancient Greece.</li> <li>*RE - Celebrations related to key figures, including Easter.</li> <li>*Music - Improvise and compose using dimensions of music.</li> <li>*PE - Develop flexibility and control in Gymnastics. Compare performances to achieve personal bests.</li> <li>*PSHE/SEAL- ' Good to be me'</li> </ul> <p>Texts - Tell me a dragon. The egg. Where did all the dragons go? How to train a dragon. Heroes of Greek mythology.</p>

<p><b>Spring</b> <b>2</b></p>	<p>'Poetry in motion'</p> <ul style="list-style-type: none"> <li>*Literacy - Learn by heart and perform a significant poem. Write poems that convey an image.</li> <li>*Maths - Area, perimeter, angles, grids and coordinates. Probability, interpreting scales and measuring.</li> <li>*Science - Understand location and interaction of sun, earth and moon.</li> <li>*ART/DT -Use sketchbooks to collect, record, review, revisit and evaluate ideas in relation to the 'Highwayman'.</li> <li>*Geography - Understand latitude, longitude, equator, hemispheres, tropics, polar circles and time zones.</li> <li>*RE - What happened to Jesus over the course of Holy Week?</li> <li>*Music - Listen to detail and recall aurally.</li> <li>*PE - Play competitive games, applying basic principles. Compare performances to achieve personal bests.</li> <li>*PSHE/SEAL- Relationships.</li> </ul> <p>Texts - 'The Highwayman'. Class reader 'Glow' Sky chasers novel.</p>
<p><b>Summer</b> <b>1</b></p>	<p>'Spies'</p> <ul style="list-style-type: none"> <li>*Literacy - Persuasive and arguments. Write stories of mystery and suspense.</li> <li>*Maths - Handling data, describing and interpreting results, tabulating systematically and improving number skills.</li> <li>*Science - Classify materials according to a variety of properties. Reversible changes and identify irreversible changes.</li> <li>*ART/DT - Design and make a range of spy gadgets using mechanical and electrical systems. Research and develop products which are fit for purpose.</li> <li>*Geography - Understand Biomes, vegetation belts, land use, economic activity, distribution of resources etc.</li> <li>*History - Anglo Saxons and Vikings.</li> <li>*RE - Leaders in religious communities.</li> <li>*Music - Develop an understanding of the history of music, including great musicians and composers.</li> <li>*PE - Striking and fielding games. Compare performances to achieve personal bests.</li> <li>*PSHE/SEAL - 'Getting on and falling out'.</li> </ul> <p>Texts- Class reader-'Stormbreaker' Alex Rider. Beowulf and Grendel (Vikings)</p>
<p><b>Summer</b> <b>2</b></p>	<p>Whole school topic - The Magna Carta</p> <ul style="list-style-type: none"> <li>*Literacy - Write letters. Formal writing.</li> <li>*Maths - Securing number facts, calculating and identifying relationships.</li> <li>*Science - Understand mixtures and solutions.</li> <li>*ART/DT - Learn about great artists. Improve mastery of techniques of painting</li> <li>*Geography - Use fieldwork to record and explain areas linked to Magna Carta.</li> <li>*History -</li> <li>*RE - Creation stories and the ultimate questions they raise.</li> <li>*Music - Perform with control and expression solo and in ensembles.</li> <li>*PE - Develop flexibility and control in Athletics.</li> <li>*PSHE - 'Changes'</li> </ul> <p>Trips - St Albans Abbey</p>