

Headlands Primary School **Long Term Curriculum Plan**

<b>Year 5</b>	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Subject	<b>Mission to Mars</b>	<b>Evacuee</b>	<b>A spotlight on Kenya</b>	<b>Raging Rivers</b>	<b>'Please Sir, can I have some more?'</b>	<b>Don't look now!</b>
	Prime Learning Challenge: <b>What will be needed to plan a mission to Mars?</b>	Prime Learning Challenge: <b>What was life like for children in WW2?</b>	Prime Learning Challenge: <b>What impact has WM had on protecting the Masai Mara?</b>	Prime Learning Challenge: <b>Why is it important to protect our rivers?</b>	Prime Learning Challenge: <b>What does the story of 'Oliver' tell us about life in a Victorian school?</b>	Prime Learning Challenge: <b>Was the Lady Shallot wrong to gaze out of the window?</b>
English <i>Narrative</i>	Stories with mystery and suspense	Stories of adventure	Letter writing	Stories with familiar settings	Stories with historical characters	Write plays
<i>Non Fiction</i>	Instructions	Discussion texts	Non-chronological reports	Biographies	Recounts	Persuasion
<i>Revisit/ Poetry</i>	Recount	Imagery poetry	Letters	Persuasion	Journalistic writing	Classic narrative poetry
	Learn by heart a poem to perform					
<i>Communication</i>	<ul style="list-style-type: none"> <li>Engage in meaningful discussions in all areas of the curriculum</li> <li>Listen to and learn a wide range of subject specific vocabulary.</li> <li>Through reading identify vocabulary that enriches and enlivens stories.</li> <li>Speak to small and larger audiences at frequent intervals.</li> <li>Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of Standard English.</li> <li>Listen to and tell stories often so as to internalise the structure.</li> <li>Debate issues and formulate well-constructed points.</li> </ul>					
Mathematics	Number and place value	Number, multiplication/ division	Number, addition/subtraction	Measurement	Geometry	Statistics
Science	Earth and Space	Forces	Living things and their habitats	States of Matter	Animals including humans	Properties and changes of materials
	Working scientifically					
Art	3D/form	Drawing/Digital	Shape and Painting	Colour	Pattern/Printing	Texture/Textiles
Music	Composition and responding		Composition and responding		Composition and responding	
Design Technology	Electricals and electronics	Food				Textiles
Geography			Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied	Use fieldwork to observe, measure and record the human and physical features in the local area		Use the eight points of a compass, four-figure grid references, symbols and keys to build knowledge of the United Kingdom and the world.
History	Britain from 1960	Local History			A study of an aspect or theme in British history (education and social reform)	The legend of King Arthur

ICT	Programming (Developing an interactive game)	Computational thinking (Cracking codes)	Creativity (Fusing drama and art)	Computer networks (creating webpage about rivers)	Communication/ collaboration (Sharing experiences and opinions)	Productivity (Creating a virtual space)
	eSafety					
Physical Education	Dance	Gym	Dance	Games	Gym	Games
	Real PE, units including: personal skills, social skills, cognitive games, creative skills, applying physical skills, health and fitness					
PSHE	New beginnings Healthy eating	Getting on and falling out Anti bullying	Going for goals Careers	Good to be me Sex and relationships	Relationships Drugs	Changes E safety
Religious Education	Stories of Faith	Words of wisdom	Milestones and meaning	Beliefs and actions in the world	Sikhism in Britain	
MFL	French scheme of work					