

Year 5 Curriculum Overview – 2021 2022

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Trips/Visitors	Captain Chemistry Adam Bushnell		Centre for Life		Beamish Museum		
English	Harry Potter and The Philosopher's Stone	Emil and the Detectives	Who Let the Gods Out?	The Light Jar	Rooftoppers	Wonderscape	
		Poetry					
Maths	Place Value; Addition and Subtraction; Statistics; Multiplication and Division; Perimeter and Area		Multiplication and Division; Fractions; Decimals and Percentages		Decimals; Properties of shape; Position and Direction; Converting Units		
Science	Earth and Space	Forces	Properties and Changes of Materials		Reproduction Plants/Animals	Life Cycles – Animals including humans	
History		Monarchs			Victorians	Local History (Mining/Bowburn)	
MFL	French						
Geography	South America		Map work/Durham	Coasts			
Art		Formal Elements of Art - Architecture		Every Picture Tells a Story		Design for a purpose	
DT	Electrical Systems – Electronic Greetings Cards		Mechanical Systems – Making a pop-up book		Food – What could be healthier?		
P.E.	Dance and Yoga	Gymnastics	Basketball	Athletics	Rounders	Cricket	
2	Fitness						
Computing	Online Safety	Computing systems: Search Engines (Google)	Programming 1: Music (Scratch)	Stop motion animation	Data Handling: Mars Rover 1	Skills Showcase: Mars Rover 2	
R.E	Why is Moses important to Jewish people? Why do Jewish people go to the Synagogue?	What are the themes of Christmas?	What do Christians believe about Jesus and God?	Why is the Lent and Last Supper important to Christians?	How are Jewish beliefs expressed at home?	Why do people use rituals today?	
PSHE	Health and Wellbeing: Healthy Lifestyles	Health and Wellbeing: Keeping Safe	Relationships: Our Feelings and Emotions	Relationships: Healthy Relationships	Living in the wider world: Rights and Responsibilities	Health and Wellbeing: Growing and Changing	Living in the Wider World: Money and Work
Music	Don't stop believing	Bells ring out	Classroom Jazz 1	Benjamin Britain – A tragic story	Stop	Reflect, rewind replay	