

## Maths

### **INSPIRE Maths**

See Long & Medium Term Planning

## Science

Children will continue to develop their working scientifically skills, demonstrating they are able:

**To generate ideas and ask questions / To investigate, observe and record / To conclude ideas and concepts**

**To evaluate**

### Living Things and their Habitats

Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird.

Describe the life process of reproduction in some plants and animals.

### Animals Including Humans

Describe the changes as humans develop to old age.

## English

Children will cover a range of genres linked to their theme focusing on our reading and writing assessment framework objectives.

**Key Texts — see Medium Term Plan**

## History

Children will continue to develop key historical skills:

**To investigate and interpret the past / To build an overview of world history / To understand chronology / To communicate historically**

Children will study life and culture in Anglo Saxon times, focusing on their settlement in the North East and the impact this has had on life since then. Children will explore the discovery at Sutton Hoo and its importance in history.

## Geography

Children will continue to develop key geographical skills:

**To investigate places / To investigate patterns  
To communicate geographically**

Children will study settlers and settlements, looking at land patterns, weather conditions and river systems, identifying the importance of these in reasons why invasions took place in the past and new settlements were created. Children will explore similarities and differences between places and how physical features affect human activity both then and now.

*“All things are possible...”*

## Year 5 Autumn Term Curriculum Map

### Settlers & Settlements, Anglo Saxon, Vikings and Scots

## DT

Children will continue to develop their designing skills:

Children will continue to develop their design and technology skills:

**To design, make and evaluate products whilst developing their technical knowledge**

Children will study **structures**— exploring, designing, making and evaluating a tensile fabric structure that would be suitable for a warm climate.

## Art

Children will continue to develop their artistic skills:

**To develop ideas / To master techniques / To take inspiration from the greats (classic and modern)**

Children will study and take inspiration from family history and ancient manuscripts (including those produced by Benedict Biscop) to recreate and design their own Anglo Saxon Flags.

**Key Artists:** Benedictine Scriptures/ Mary Fleeson

**Key Mediums:** Painting, Drawing

## RE

### Christianity:

- What kind of king is Jesus?
- Was Jesus the Messiah?

## Modern Foreign Languages

Spanish

<https://www.lightbulblanguages.co.uk/resources-pr-sp.htm#sow>

## Personal Development

Rights and Responsibilities

Friendships

Personal Safety

Mutual Respect and Tolerance

Managing Hurtful Behaviour and Bullying

## Computing

Children will continue to develop their computing skills:

**Programming and Coding, Creating Digital Content, Technology in our Lives, Online Safety and Appropriate Use**

Children will develop their understanding of coding creating and debugging simple algorithms. Children will also access a range of IT to present, enhance and refine work including text, sound and video. They will continue to develop their understanding of the online world, including emails, internet safety and behaviour online.

**Key Applications/ Programmes:** Microbits, Probots, Hopscotch

## PE

Net & Wall Games

(Tennis)

Gymnastics

## Music

Children will continue to develop their musical skills:

**Singing, Listening, Composing, Performing**

Children will study local music past and present, composing, performing and evaluating their own work and others.

## Potential Educational Visits:

Jarrow Hall

Lindisfarne Priory

Durham Cathedral—ST Cuthbert

DT
Textiles
join
textiles
back stitch
seam
running stitch
attachments
tactile
hazards
precision
refine
sanding
rough
seam allowance
prototype
cross-section
bayeux tapestry
investigate
evaluate

Science	
Living Things	Animals
Reproduction	Fertilisation
Sexual Reproduction	Prenatal
Asexual Reproduction	Infancy
Fertilise	Childhood
Gestation	Adolescence
Life Cycle	Early Adulthood
Metamorphosis	Middle Adulthood
Pollination	Late Adulthood
	Puberty
	Menstruation
	Adulthood
	Life Expectancy

Maths
INSPIRE MATHS
PLEASE SEE INSPIRE MATHS WORD LIST

English
PLEASE SEE NATIONAL CURRICULUM APPENDIX 2 VOCABULARY, GRAMMAR

P.E	
Net & Wall	Gymnastics
throw	complex
catch	extended
control	sequences,
awareness of space	combine
support	perform
opposition	consistency
strike and field	audience
accuracy	link
rules	vault
possession	spring
forehand	
backhand	
court	
racket	
serve	

Art
Painting & Drawing
reflections
shadows
realistic
impressionistic
perspective
tones
tints
shade
acrylic
colour mix
hue

*"All things are possible..."*

**Year 5 Key Vocabulary**

Personal Development	
sad	insecure/secure
scared	fault
worried	sore spot
yukky feelings	over reaction
say no and walk away	humiliation
tell a trusted grown up	gossip
motivation	rumour
bravery	mixed feelings
respect	empathy
nervousness	empathise
secure/insecure	anticipation
	teamwork
	anxiety/anxious

Geography	
farming	valley
distance	contour
scale	height
grid reference	distribution
satellite	import
settlement	export
inland	native/ indigenous
urban/ rural	sustainable
weather	weathering/ erosion
climate zone	ox-bow lake
Equator	spring [water]
tropic	water cycle
latitude	population
environment	arid
deposition	precipitation
transportation	evaporation
confluence	condensation
mouth	industry
source	excursion
products	scale [maps]
industrial	
continent	
sub-continent	
rivers	
mountain	

Music
aural
compose
texture
dynamics
expression
improvise
recall
tempo
timbre
pitch
4 part round
duration
counter-point
notation
quaver
crochet
sembreve
flat
sharp
harmonies
ensemble/solo
cyclic patterns
musical styles

RE
God
pray
Christian
baptism
charity
creation
universe
commandments
sin
omnipotent
eternal proverb

History	
chronological order	sources
era/period	importance
Sutton Hoo	significance
Anglo Saxon	legacy
Celt	impact
settlement	effects
settler	reason
longboat	first hand evidence
thatched	second hand evidence
cattle	C.E (Before the Common Era)
raider	B.C (Before Christ)
Viking	A.D (Anno Domini)
continuity	tapestry
century	
decade	
Bede	

Computing		
open-ended problems	save	logic
problem	retrieve	evaluation
program	network	patterns
command	device	decomposition
instructions	computer	tinkering
debug	online	creating
test	communicate	hardware
algorithm	email	technology
predict	social media	online bullying
data	mouse	evaluate
database	keyboard	internet
question	monitor	simplify
branching database	deconstruct	sequence
information	text	share
error	photo	error
Sequence	video	valuable
output	graphics	device
combine	effects	media
enhance	share	

- Please note these lists are not exhaustive or definitive and provide only a guide to key vocabulary that will be covered in each year group.
- Key vocabulary will be revisited from previous year groups