



# YEAR 5

Planned half term	Year 5	Memorable experience	Innovate challenge	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Revolution	Visit a Victorian classroom	Queen Victoria's end-of-exhibition dinner	Historical fiction; Diary writing/journals	Artists of the Victorian period; Printing	We are Programmers	Victorian homecraft; Model buildings	Cities and transport in Victorian times; Using maps	The Victorians	Number and Place Value	Listening, performing and composing	Swimming	New beginnings	Properties and Changes
2	Time Traveller	Interview people of different generations	Build a time machine!	Fantasy Narrative, Adverts	Photography; Great artists - Andy Warhol, Salvador Dali; Collage	We are Bug Fixers	Selecting materials	Changes in the local community	Changes over the last century	Addition and Subtraction	Soundscapes	Swimming	Getting on and falling out	Changes and Reproduction
3	Pharaohs	Mummification scene	Egyptian funeral preparations	Persuasive Writing; Fact files; Research skills;	Drawing artefacts; Headwear; Hieroglyphic amulets	We are Presenters	Clay water carriers; Egyptian food; Model tombs and pyramids	Human and physical Features of Egypt; The River Nile; Tourism	Ancient Egypt	Multiplication and Division	Composing and singing	Dance	Say no to bullying	Forces in Action
4	Stargazers	Visit an observatory or planetarium	Rocket launch	Newspaper reports; Science fiction/graphic narrative	Printing; Design	We are Network Engineers	Selecting materials; Design research; Structures; Evaluation	Locating physical features	Significant individuals - Galileo Galilei, Isaac Newton; 1960's Space Race	Fractions (Decimals and Percentages)	Pulse; Heart raps	Cardiovascular exercise	Going for goals!	Space
5	Off with Her Head!	Elizabeth I deathbed scene	The trial of Anne Boleyn	Suspense Story; Poetry.	Portraits; Sketching Tudor fashions; 3-D modelling	We are Communicators	Design Tudor House	Historic maps	The Tudors	Measurement; Statistic	Appraising; listening to voices	Physical challenges	Good to be me	Space
6	Beast Creator	Visit a butterfly, insect or tropical house	Design a super-minibeast	Non-chronological reports; Instructions	Drawing; Perspectives	We are Opinion Pollsters	Model making	Local fieldwork; Contrasting locations	The Impact of Insects on our Past	Properties of Shape; Geometry; Position and Direction.	Performance	Athletics	Changes and relationships	Life Cycles

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