

<b>Curriculum Topic Plan for 2018 – 19 Y5</b>						
	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
	<i>Brave The conversion of Britain</i>	<i>Ice Trap! Antarctic exploration</i>	<i>The Iron Man Stone Age to Iron Age Britain</i>	<i>The Queen of Sheba</i>	<i>Romans in Britain</i>	<i>Rescue</i>
Literacy	Narrative	Report and Recount	Narrative	Instructions and Explanation	Narrative	Persuasion and Discussion
Maths	Place value	Addition and Subtraction	Multiplication and division	Fractions and Decimals	Shape, space and Measure/ Statistics	
Science	Forces	Properties and changes of materials	Fossils Working Scientifically	Earth and Space	Animals including Humans	Living things in their habitats
ICT	Using Kodu to make a simple game	Using Scratch to make a slug trail game Scoring	Using Scratch to develop times tables attributes	Using Modkit to develop sensors and trails	Making a simple modkit challenge after the VEX competition	Using kodu to develop a follow me game with variables
History	Christian Conversion – Iona and Lindisfarne		Changes in Britain from Stone Age to Iron Age		Romans in Britain	
Geography		Arctic and Antarctic				Contrasting Location in the UK (Castleton)
Art		Using tools to create texture/ Perspective	Using tools to create Cave Art	Interpreting Art through 'Close Read'/ Figure and Portrait drawing and painting		
DT	Vocabulary of weaving, textiles and threads/Using a loom				Generate, develop, model and communicate ideas about architecture in 3D	
PE	Health related fitness	Dance/Gymnastics	Sports Hall Athletics	Netball	Rounders/Cricket	Cricket/Tennis
Music		Performing		Composing and Improvising		