

## Computing

We are game developers: Pupils develop and program an interactive game or app, considering how best to attract, engage and entertain their audience.

## Numeracy

Reasoning with large numbers: Pupils secure their knowledge of place value in 5-digit and 6-digit numbers. They compare and order numbers and learn to round to the nearest 1000/10,000/100,000. Pupils apply this knowledge to solving number problems. They also investigate Roman Numerals up to one thousand, learning to read and compare to our number system.

Problem solving with integer addition and subtraction: Pupils use rounding to estimate answers and a range of mental strategies to partition for adding and subtracting. They add and subtract multiples of 10, 100, 1000, 10,000 and 100,000. Pupils use column method to add and subtract large whole numbers.

## Sports & Fitness

Invading Games: Pupils practise the key skills required for participating in team games, including passing, positioning, communicating and attacking.

Individual Boxercise: Pupils learn to make precise, controlled movements.

# Ark John Archer Curriculum Map Autumn 1 – Year 5

**R.E. Hinduism:** Pupils discover values of respect for life; God; other citizens; the cow; all forms of life; Ahimsa and its implications. They explore ideas associated with the cycle of life; creation; preservation; reincarnation.

**Music Voice & Ukelele:** Pupils are introduced to the ukelele. They develop a deeper understanding of musical elements of pitch, duration, dynamics, tempo, texture, structure and tonality through songs and instrumentals.

**Spanish** Pupils learn to use gender specific 3<sup>rd</sup> person to ask and answer what and where questions.

## History Anglo-Saxons and Scots

**How 'dark' were the 'Dark Ages'?** Pupils discover who invaded Britain following the fall of the Roman Empire. They explore the structure, organisation and laws of the new society and kingdoms, exploring the impact of Alfred the Great on education and society. Pupils learn how the discovery of Sutton Hoo enabled modern historians to learn about the daily lives and beliefs of Anglo Saxons.

**Art & Design Landscapes:** Pupils explore the works of Van Gogh, discovering the techniques and inspiration behind the pieces. They create their own drawings of a range of landscapes, applying similar methods to create.

**Our value this half term:** Aspiration

## Science: Earth and Space

**Is Earth a space oddity?** Pupils explore the solar system, examining how it fits within the universe and the Milky Way. They discover the relationship between the Sun and Earth, and phases of the moon; day and night; seasons; time zones across the globe. Pupils learn how theories about space and the shape of Earth have changed over time and how differing theories remain.

## Literacy

**Core Text: Beowulf by Michael Morpurgo**  
**Quest:** Pupils are inspired by key events in the story to write their own quest story. They consider the changeable settings and contrasting characters that are encountered along the way and how best to convey these to the audience. Pupils sustain the piece throughout, ensuring they develop each part of the story to the same quality.

**Non-Chronological Report:** Pupils draw upon their learning in History to compose a report detailing information about the lives and developments of the Anglo-Saxons. They consider how best to structure their writing, using key organisational features to convey key information with clarity and interest.

**PSHE Relationships:** Pupils explore how to manage and maintain healthy friendships, considering the influence that peers may have upon them and how to overcome this.

