

# Year 5 – Spring Curriculum Overview

*'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE*

Science	History	Geography
<p><b>Unit: Materials and their properties and Changes</b></p> <ul style="list-style-type: none"> <li>Describe materials by their properties: e.g. hardness, solubility, transparency, conductivity, magnetism.</li> <li>Give examples to explain how mixtures can be separated by filtering, sieving and evaporating.</li> <li>Explain how fair and/or comparative tests can be used to select materials for everyday usage</li> <li>Give examples to explain reversible and non-reversible changes.</li> </ul>	<p><b>Unit: Beyond 1066 - Medieval Monarchs</b></p> <ul style="list-style-type: none"> <li>Know how the death of Edward the Confessor led to the Battle of Hastings</li> <li>Know the events which lead to Thomas Becket's death.</li> <li>Know why Richard was referred to as 'Lionheart'</li> <li>Know why John was known as Bad King John.</li> <li>Know what the feudal system is.</li> </ul>	<p><b>Unit: Biomes</b></p> <ul style="list-style-type: none"> <li>Know the features of a specific climate zone e.g. arctic, temperate or tropical</li> <li>Know how biomes are characterised by climate, fauna and flora, inc the relevance of lines of latitude</li> <li>Know examples of human activity that affect biomes.</li> </ul>
Computing	Art and DT	Religious Education
<p><b>Unit: Flat File Databases and Selection in Physical Computing</b></p> <ul style="list-style-type: none"> <li>Know that a computer program can be used to organise data.</li> <li>Know that tools can be used to select data to answer questions e.g. ordering and filter tools.</li> <li>Know how 'AND' and 'OR' can be used to refine data selection.</li> <li>Know that a condition can only be true or false.</li> <li>Know that a count controlled loop contains conditions.</li> <li>Know a condition controlled loop with a count controlled loop and explain that a condition controlled loop will only stop when a condition is met.</li> <li>Know that selection can be used to branch the flow of a program.</li> <li>Know that a loop can be used to repeatedly check whether a condition has been met.</li> </ul>	<p><b>Art Unit: Tudor Art (Hans Holbein and Gustav Klimt)</b></p> <p><b>By the end of this unit pupils will know that :</b></p> <p><b>DRAWING</b></p> <ul style="list-style-type: none"> <li>Know that sketched lines are used to map concepts on a surface. A loose grip can also suggest movement in an artwork.</li> <li>Know that objects can be affected by many light sources.</li> <li>Know that 3D objects have a tactile texture and when this is captured in a drawing it is called implied texture</li> <li>Identify how to organise facial proportions and demonstrate improved accuracy when drawing people and faces.</li> </ul> <p><b>PAINTING</b></p> <ul style="list-style-type: none"> <li>Know how to create all colours and mix colours needed for artwork (including watercolours and acrylics).</li> </ul>	<p><b>Unit: Wisdom</b></p> <ul style="list-style-type: none"> <li>Christian beliefs come from Jesus' teachings found in the bible.</li> <li>that religious teachings make an impact on people's lives.</li> <li>Elements of religious teachings can be found in our school and British values.</li> <li>Wisdom can be found in the teachings of famous leaders.</li> </ul> <p><b>Unit: Easter</b></p> <ul style="list-style-type: none"> <li>that Christians believe that Christ's resurrection is a victory over death.</li> <li>that Christians believe Jesus' death and resurrection restored the relationship between God and people.</li> <li>that the theme of victory is present in world faiths through holy stories.</li> </ul>

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- Know and describe how to use a 'pallet knife' when creating texture with acrylic paints.
- Know that texture can be manipulated via different methods and techniques such as layering, differing brush strokes or varying equipment such as a sponge or palette knife.

## **DT Unit: Electrical Systems**

- Know how to program, monitor and control a product through computing.
- Know how to draw an electrical circuit.
- Know how to draw a circuit diagram.
- Know how environment change can be an input