

Music

Charanga:

Dancing in the Street
Reflect, rewind and replay

R.E

From the Ends of the Earth
Discipleship

Science

Animals including Humans

- describe the changes as humans develop to old age

Life cycles

- explore the four main stages of the life cycle of a mammal – foetus, young, adolescent and adult and complete a research enquiry.

History -What is the legacy of the ancient Greek civilisation?

- Describe the features of Ancient Greece. Identify the key periods in the ancient Greek civilisation. Make inferences about Greek gods. Research a Greek god. Compare Athens and Sparta. Understand the different types of democracy. Explain how Athenian democracy worked. Explain what philosophy is. Identify the achievements of the ancient Greek philosophers. Identify the ancient Greeks' legacies and their impact.

English

Reading Quality Text:

Beowulf- Michael Morpurgo (Legend/Literary Heritage)
The Journey – Francesca Hanna (Other Cultures)

Non-Fiction text: Anglo-Saxon Information Texts (used in History)

Writing outcomes:

Fiction: Narrative (Beowulf), Descriptive Writing

Non-fiction: Newspaper Report and Discussion/Debate.
Opportunities for free writing and writing in role

PE

Tennis
Athletics
Rounders

MFL

Italian

ART/DT

DT: Electrical systems: Doodlers
DT: Seasonal Cooking

Computing

Finish Coding
Word processing
Additional unit – Micro: bits

Year 5 Curriculum Map

Summer Term 2026

Mrs Chodnicki and Mr Hall

Maths

Number: Decimals

Solve problems involving number up to three decimal places.

Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.

Geometry: Properties of Shape

Identify 3D shapes, including cubes and other cuboids, from 2D representations. Use the properties of rectangles to deduce related facts and find missing lengths and angles.

Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.

Draw given angles, and measure them in degrees (o)

Identify: angles at a point and one whole turn (total 360o), angles at a point on a straight line and ½ a turn (total 180o) other multiples of 90o

Geometry: Position and direction

Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

Measurement: Converting Units

Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml]

Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.

Solve problems involving converting between units of time.

Measurement: Volume

Estimate volume [for example using 1cm³ blocks to build cuboids (including cubes)] and capacity [for example, using water]

Use all four operations to solve problems involving measure

Geography - Would you like to live in the desert?

- Identify the lines of latitude where hot desert biomes are located.
- Describe the characteristics of a hot desert biome. Locate the largest deserts in each continent.
- Describe ways the Mojave Desert is used. Name and describe the physical features found in a desert. Identify how humans use the desert.
- Explain how human activity may contribute to the changing climate and landscape of a desert.
- Recognise that the Mojave Desert has a different time zone to the UK. Describe some of the threats to deserts.

Computing

Word processing

- To format text in a new Word document and then save it with an appropriate filename.
- To learn how to edit text and apply more advanced formatting.
- To learn how to adjust the layout of a Word document.
- To learn how to insert and format images in Word.
- To use tables in Word to organise information.

Micro: bits

- To create a micro: bit story telling game.
- To code a micro: bit to measure temperature and produce different outputs based on this.
- To code a micro: bit to simulate a magic 8 ball.
- To create an automatic scoreboard display using a micro: bit.

ART/DT

Summer 1 (DT)

- To investigate motors by creating circuits.
- To make a motorised product and test its function.
- To apply knowledge of circuits to experiment with product design.
- To design a motorised product for a specific purpose.
- To make and evaluate the effectiveness of a motorised product.

Summer 2 (DT)

- To understand where food comes from.
- To understand the term 'healthy'.
- To adapt a traditional recipe.
- To complete a food product. Assessment – Cooking and nutrition Quiz.

PE – Get Set 4 PE

Tennis

To develop the forehand groundstroke.
To develop returning the ball using a forehand groundstroke.
To develop returning the ball using a backhand groundstroke.
To work cooperatively with a partner to keep a continuous rally.
To develop the underarm serve and understand the rules of serving.
To develop the volley and understand when to use it.
To use a variety of strokes to outwit an opponent.
To work collaboratively with a partner to compete against others.

Athletics

To be able to apply different speeds over varying distances.
To develop fluency and coordination when running for speed.
To develop technique in relay changeovers.
To develop power, control and consistency in jumping for distance.
To develop technique and coordination in the triple jump.
To develop throwing with force for longer distances.
To develop throwing with greater control and technique.
To develop officiating and performing skills.

Rounders

To throw and catch with accuracy under pressure.
To develop the bowling action and understand the role of the bowler.
To develop batting technique.
To make decisions about where and when to send the ball to stump a batter out.
To develop a variety of fielding techniques and when to use them in a game.
To develop long and short barriers in fielding and understand when to use them.
To develop decision-making and tactical awareness when playing competitively.
To apply the rules and skills you have learnt to play in a rounders tournament.

Year 5 Curriculum Map

Summer Term 2026

Learning Intentions

Science

Animals including humans

To be able to:

- Describe the stages of human development.
- Explain how babies grow and develop.
- Describe and explain the main changes that occur during puberty.
- Identify the changes that take place in old age.
- Report findings from enquiries.
- I can record complex data using graphs and models.

Life cycles:

To be able to:

- describe and compare the life cycles of different mammals using scientific words and drawings
- present the life cycle of an amphibian using a labelled diagram
- identify and classify insects by exploring differences in their life cycles.
- learn about bird life cycles and explain what I find out.

Music

Style: Motown

Style: Western Classical Music and your choice from Year 5

Summer 1

1.Listen and Appraise - Dancing In The Street by Martha And The Vandellas: Listen and Appraise (recognise the style indicators of Motown)
Performance - Dancing In The Street: Perform and share what has taken place in today's lesson. Sing the song.
2.Listen and Appraise - I Can't Help Myself (Sugar Pie Honey Bunch) Performance - Dancing In The Street: Perform and share what has taken place in today's lesson. You can sing and play instrumental parts within the song, you decide.
3.Listen and Appraise - I Heard It Through The Grapevine Performance - Dancing In The Street: Perform and share what has taken place in today's lesson. Sing the song and improvise using voices and/or instruments within the song.
4.Listen and Appraise - Ain't No Mountain High Enough Performance - Dancing In The Street: Perform and share what has taken place in today's lesson. Sing the song and perform your composition(s) within the song.
5.Listen and Appraise - You Are The Sunshine Of My Life Performance - Dancing In The Street: Perform and share what has taken place in today's lesson. Choose what you perform today.
6.Listen and Appraise - The Tracks Of My Tears End of unit performance - Dancing In The Street: Perform and share what has taken place in today's lesson. Choose what you perform today.
Summer 2 – Reflect, Rewind and Replay
1. Reflect Music For Compline (Early Music) **Rewind** Johnny B. Goode by Chuck Berry. **Replay** Prepare for a performance of songs and activities from the year.
2. Reflect Dido And Aeneas: Overture by Henry Purcell (Baroque era) **Rewind** Things Ain't What They Used To Be by Ellington and Persons. **Replay** Prepare for a performance of songs and activities from the year.
3. Reflect Symphony No 5 in C minor Opus 67 (allegro con brio) by Ludwig van Beethoven (Romantic era) **Rewind** Hello by Lionel Richie. **Replay** Prepare for a performance of songs and activities from the year.
4. Reflect Minute Waltz in D flat major Opus 64 No 1 by Chopin (Romantic era) **Rewind** U Can't Touch This by MC Hammer. **Replay** Prepare for a performance of songs and activities from the year.
5. Reflect - Central Park In The Dark by Charles Edward Ives (Early 20th Century) **Rewind** I Heard It Through The Grapevine by Marvin Gaye. **Replay** Prepare for a performance of songs and activities from the year.
6. Reflect Clapping Music by Steve Reich (Contemporary) **Rewind** Sugar Pie, Honey Bunch (I Can't Help Myself) sung by The Four Tops. **Replay** Prepare for a performance of songs and activities from the year.

History

Pupils will learn about and explore:

- To explain how geography influenced life in Ancient Greece.
- To investigate what the Greek gods reveal about life in Ancient Greece.
- To use secondary sources to compare life in Athens and Sparta.
- To explain how Athenian democracy has influenced modern democracy.
- To explain the significance and legacy of Ancient Greek philosophy.
- To evaluate the legacies of the ancient Greek civilisation.