Geography - Driver

Science - Supporting the Geography driver

- Know the temperature at which materials change state
- Know about and explore how some materials can change state
- Know the part played by evaporation and condensation in the water cycle and to connect the rate of evaporation with
- Group materials based on their state of matter (solid, liquid,

PSHE

- Know that they will need money to help them to achieve some of their
- Know about a range of jobs that are carried out by people I know
- Know that different jobs pay more money than others Know the types of job they might like to do when they are older
- Know that young people from different cultures may have different dreams
- Know that communicating with someone from a different culture means that they can learn from them and vice versa
- · Know ways that they can support young people in their own culture and abroad Social and Emotional Skills • Verbalise what they would like their life to be like when they are grown up
- Appreciate the contributions made by people in different jobs
- Appreciate the opportunities learning and education can give them
- Reflect on the differences between their own learning goals and those of someone from a different culture
- Appreciate the differences between themselves and someone from a different
- Understand why they are motivated to make a positive contribution to supporting others

Water Safety Curriculum

Can I become familiar with how to stay safe around the water including beaches, canals and rivers?

Two lessons 1: beach water safety and flags.

2: canals and rivers - activities resource 3- see teacher guidance.

Year 5 Curriculum Map - Spring 1

Why should the rainforests be important to all of us?

Music

- Discuss the structure of the music with reference to verse, chorus, bridge, repeat signs, chorus and final chorus, improvisation, call and response, and AB form.
- Explain a bridge passage and its position in a song.
- Recall by ear memorable phrases heard in the music
- Sing in unison and parts, and as part of a smaller group.
- Sing 'on pitch' and 'in time'.
- Understand the differences between 2/4, 3/4 and 4/4 time signatures.
- Read and perform pitch notation within an octave (eg C-C'/do-do).
- Rehearse and learn to play a simple melodic instrumental part by ear or from notation, in C major, F major, G major, Eb major, C minor and D minor. Play melodies on tuned percussion, melodic instruments or keyboards, following staff notation written on one stave and using notes within the middle C-C'/do-do range. This should initially be done as a whole class, with greater independence gained each lesson through smaller group performance.
- Experiment with using a wider range of dynamics, including very loud (fortissimo), very quiet (pianissimo), moderately loud (mezzo forte) and moderately quiet (mezzo piano).
- Create a melody using crotchets, quavers and minims, and perhaps semibreves and semiguavers, plus all equivalent rests. Use a pentatonic and a full scale. Use major and minor tonality: G, A G, A, B G, A, B, D G, A, B, D, E Start and end on the note G (Pentatonic on
- Use simple dunamics.
- Use rhythmic variety.
- Perform a range of repertoire pieces and arrangements combining acoustic instruments, to form mixed ensembles, including a school
- Perform from memory or with notation, with confidence and

Computing

- iDraw unit Information Technology
- Lesson 1: iCreate To understand that digital tools can be used to create images
- Lesson 2: iShape To understand that vector images are made up of shapes and lines
- Lesson 3: iDetail To use digital tools to improve detail in
- Lesson 4: iLayer To understand that vector images are constructed of layers
- Lesson 5: iDesign To design vector images To create vector images • To evaluate images and make improvements

- Make connections between how believers feel about places of worship in different traditions (A3).

Art

- begin to include measuring skills to help with proportion in their drawings.
- Use shading to create mood and texture.
- Use a variety of techniques to add effects eg reflections, shadow & direction of
- Organise line, tone, shape and colour to represent figures and forms in movement.
- Use shading to create mood and feeling.
- Learn and use technical vocabulary
- Evaluate and analyse creative works
- enhance digital media by editing, use of animation and installations
- use mixed textures to combine visual & tactile qualities in a collage