Year 5 Curriculum 2023 Autumn 1– The Ancient Greeks

English: Greek myths - narrative and persuasive writing

- To identify the audience for and purpose of the writing.
 - To increase familiarity with a wide range of books, including myths and legends.
- To adopt, create and sustain a range of roles and respond appropriately to others in role.
- To punctuate speech correctly.
- To describe settings, characters and atmosphere and integrating dialogue.
- To plan, write and edit a myth.
- To ask questions to improve understanding.
- To explain and discuss understanding of reading, including debates.
- To select appropriate grammar and vocabulary, understanding how choices can change and enhance meaning.
- To assess the effectiveness of own and others' writing.
- To adapt writing to suit purpose and audience.
- To use knowledge of etymology in spelling.
- To use organisational and presentational devices to structure text.

GPS: Relative clauses and modal verbs

- To identify and use fronted adverbials (including the use of commas after fronted adverbials).
- To understand the difference between plural and possessive 's'.
- To use inverted commas and other punctuation to indicate direct speech.
- To select appropriate grammar and vocabulary, understanding how choices can change and enhance meaning.
- To use relative clauses beginning with who, which, where, whose, that or with an implied relative pronoun.
- To use modal verbs to indicate degrees of possibility.
- To spell using the suffixes -ious, -cious, -cial, -tial and -ant.

Mathematics: Place value, addition and subtraction, multiplication and division, fractions.

- To identify roman numerals to 1000.
- To identify 1000s, 100s, 10s and 1s in numbers up to 1 million.
- To read and write numbers up to one million.
- To compare and order numbers to 100 000.
- To round numbers within 100 000.
- To count in 10s, 100s, 1000s, 10 000s and 100 000s.
- To compare and order number to one million.
- To round numbers to one million.
- To develop understanding of negative numbers and Roman numerals.
- To mentally calculate sums and differences using partitioning.
- To add and subtract two 4-digit numbers with one and more than one exchange.
- To add and subtract whole numbers with more than 4-digits.
- To round to estimate and approximate.
- To perform inverse operations (addition and subtraction).
- To solve multi-step addition and subtraction word problems.
- To compare calculations.
- To find missing numbers.
- To understand that a multiple of a number is any number that is in its times tables.
- To find common multiples of any pair of numbers.
- To find factors of a number.
- To understand that a common factor is a factor shared by two or more numbers.
- To learn that numbers with exactly two factors are called prime number.
- To establise whether a number up to 100 is prime and recall prime numbers up to 19.
- To understand that a square number is a result of a number multiplied by itself.
- To learn that a cube number is the result of multiplying a whole number by itself and then by itself again.
- To use physical manipulatives to explore cubed numbers.
- To multiply whole numbers by 10, 100, 1000.
- To find fractions equivalent to a unit fraction.
- To find fractions that are equivalent to a non-unit fraction.
- To recognise equivalent fractions.
- To convert improper fractions to mixed numbers.
- To convert mixed numbers to improper fractions.
- To compare and order fractions less than and greater than one.

Science: The Earth, Sun and Moon

- To describe the Sun, Earth and Moon as approximate spherical bodies.
- To describe the movement of the Earth, and other planets, relative to the Sun in the solar system.

• To describe the movement of the Moon relative to the Earth.

To use the idea of the Earth's rotation to explain day and night and the apparent movement of the Sun across the sky.

- To show understanding through carefully drawn scientific diagrams with labels.
- To begin to identify scientific evidence that has been used to support or refute ideas.

Computing: E-safety and databases

- To recall and understand the SMART e-safety rules.
- To use technology safely and responsibly.
- To recognise acceptable and unacceptable behaviour when using technology.
- To understand how to report e-safety concerns by talking to a trusted adult; contacting Childline; reporting to CEOP and contacting the police.
- To understand and identify examples of 'netiquette'.
- To use software to accomplish a given goal, including presenting information.
- To create a database and use the search function.
- To touch type accurately and at speed.

History: Ancient Greece

- To continue to develop chronologically secure knowledge of history.
- To recognise that Ancient Greek pottery provides valuable historical information.
- To recognise features of Ancient Greek architecture.
- To describe characteristic features of Ancient Greek civilisation.
- To know the role of the theatre in Ancient Greek society.
- To know how life in Ancient Greece was in different societies focus on clothing.
- To know some Greek Gods and Goddesses and their roles.

Art: Formal elements of art (Greek Architecture)

- To improve mastery of art and design techniques, including drawing.
- To develop techniques, including control and use of materials, with creativity, experimentation, and an increasing awareness of different kinds of art, craft and design.
- To create sketchbooks to record their observations and use them to review and revisit ideas.
- To learn about renowned artists, architects and designers in history.
- To design a building based on an architectural style.

Music: Livin' on A Prayer

- To find the pulse of a song.
- To discuss the different sections of the song.
- To use musical language.
- To begin to recognise the basic style indicators of Classic Rock music.
- To compare similarities and differences between two Classic Rock songs.
- To play an instrument with a song.
- To improvise with a song.
- To compose and perform a song.
- To master musical skills acquired.

Religious Education:

• Enquiry question: What can we learn about the meaning of life from the great philosophers?

PSHE: Me and my relationships.

- To demonstrate how to respond to a wide range of feelings in others.
- To give examples of key qualities of friendship.
- To identify what makes a relationship unhealthy.
- To identify who you can talk to if you need help.
- To recognize basic emotional needs and understand they change according to circumstance.
- To identify risk factors in each situation.
- To explain what collaboration means.
- Give examples of how they worked collaboratively.
- Describe the attributes needed to work collaboratively.

Outdoor PE: netball

To understand the basic principles of warming up and cooling down and the need to prepare properly for games.

- To practise a range of passing skills.
- To know which end of the court to start and where their position is accepted.
- To be able to get into a space when attacking.
- To know how and what an interception is.

• To choose, combine and perform skills more fluently and effectively in games.

Indoor PE: Gymnastics

V.

VVV

- To be able to perform forwards rolls with a range of entrances and exits.
- To be able to perform backwards rolls with a range of entrances and exits.
- To perform a range of routines with rolling.
- To be able to safely perform cat springs.
- To be able to vault safely.
- To be able to vault safely with a range of entrances and exits.

British Values

We will discuss 'Democracy' when holding our class elections for the School Council and the Eco-Team. Our class focus will be 'Mutual Respect'.