

Year 5 - Pine - Spring Curriculum Overview

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

Science	History	Geography
<p>Unit: Light</p> <ul style="list-style-type: none"> • Know that when light meets an opaque object, some of the light is reflected and some of it is absorbed • Know that objects emit (give out) or reflect light into the eye. • Know that the eye is made of many parts and this is how we see <p>Unit: Further Classification</p> <ul style="list-style-type: none"> • Know that invertebrates can be grouped based on their characteristics • Know that arthropods can be grouped into four sub-groups (spiders, insects, crustaceans, myriapods) • Know that fungi are different plants and animals • Know a variety of different microorganisms 	<p>Unit: American Civil Rights</p> <ul style="list-style-type: none"> • Know key differences between 1950's America for white/black people. • Know what Jim Crow laws & etiquette were • Know what is meant by 'non-violent civil disobedience' and give an example. • Know why many people marched from Selma to Montgomery. • Know what caused the Black Lives Matter movement and why it is important 	<p>Unit: Globalisation</p> <ul style="list-style-type: none"> • Know the term globalisation • Know the impact of communication or transport on globalisation • Know at least one positive and one negative impact of globalisation
Computing	Art and DT	Religious Education
<p>Unit: Variables in Games and Spreadsheets</p> <ul style="list-style-type: none"> • Know variables as something that is changeable and give examples. • Know a program variable as a placeholder in memory for a single value. • Know that a variable has a name and a value and this can be updated, but there is only one value at one time. • Know that variables can hold numbers or letters. • Know the importance of setting up a variable at the start of a program. • Know that the name of a variable needs to be unique and is meaningless to the computer. • Know that objects and artefacts can be described using data. • Know that there are different software tools to work with data. 	<p>Art Unit: Sketching and Mixed Media Landscapes (Vanessa Gardiner and Kittie Jones)</p> <p>By the end of this unit pupils will know that :</p> <ul style="list-style-type: none"> • Know the concept of perspective, foreground and background • To know that perspective allows artists to portray form in their artwork. • know that flat fan brushes have hairs that spread, and are good for smoothing, blending and feathering • know that tone can affect the ability to create form 	<p>Unit: The Eucharist</p> <ul style="list-style-type: none"> • that the Eucharist is an important celebration for Christians worldwide • that Christians believe there is a direct link between the life and words of Jesus and the Eucharist. <p>Unit: The Exodus</p> <ul style="list-style-type: none"> • that the Exodus is a significant event in Jewish and Christian history. • that the Seder is the special meal celebrated by Jews on the first evening of the festival of Passover. • that Christianity is rooted in Judaism and Jesus celebrated the Passover. • that for Jewish people the events of the Exodus and Passover are very important.

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<ul style="list-style-type: none">• Know that formulas can be used to produce calculated data.• Know why data should be organised.	<p>DT Unit: Mechanisms</p> <ul style="list-style-type: none">• Know what an input, process and output is.• Know that mechanical systems have an input, process and an output.• Know what a gear and pulley is and demonstrate their use in their design• Know how gears and pulleys can be used to speed up, slow down or change the direction of movement.	
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