







Year 5 Creative Curriculum 2017/18

	Theme	Science	Computing	History	Geography	Art & Design	Design Technology	Music	PE	PSHE
Autumn 1	 Off with her head!	Properties and changes of materials	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Using search technologies</p> <p>Select, use and combine software on a range of devices</p>	<p>The Tudors</p> <p>Henry VIII and his wives</p> <p>Anne Boleyn</p> <p>Battle of Bosworth</p>	Human geography including trade links, land use and natural resources Counties and cities in the UK	<p>Making Tudor Roses</p> <p>Works of Hans Holbein Tudor portraits</p>	<p>Construction</p> <p>Developing structures</p> <p>Design research</p>	Tudor music and instruments	<p>Tag Rugby</p> <p>Gymnastics</p>	<p>Getting on and falling out</p> <p>Say no to bullying</p>
Autumn 2	 Stargazers	Earth and space	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Using search technologies</p> <p>Select, use and combine software on a range of devices</p>	<p>The history of space travel</p> <p>The 1960's space race</p> <p>Signiant individuals in history- Galileo Galilei, Sir Isaac Newton</p>	Locating physical features	Printing and design	Design, evaluate and make a range of products (rockets)	Music in space	<p>Football</p> <p>Gymnastics</p>	Good to be me

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Spring 1	 <p>Scream Machine</p>	Forces and mechanisms	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems Algorithms The Internet Using search technologies Select, use and combine software on a range of devices Safe and respectful use of the internet	History of rollercoasters	Theme parks across the UK and around the world	Sketch books Art and design techniques Great artists and designers	Research, design and make their own product Product evaluation Using mechanical systems Apply understanding of computing to program, monitor and control products		Basketball Netball	Discussion and debate- developing a fair argument
Spring 2	 <p>Time Traveller</p>	Animals (including humans) Life processes Living things and their habitats	Digital portraits Data logging Online research	Changes over the last century The Victorians	Changes in the local community All about Middlesbrough	Photography Great artists- Andy Warhol, Salvador Dali Collages	Selecting materials	History of music	Hockey Dance	Body changes approaching puberty

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Summer 1	Pharaohs 	Living things and their habitats	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems Using search technologies Select, use and combine software on a range of devices	Ancient Egyptians	Human and physical features of Egypt; The River Nile and tourism. Geographical similarities and differences	Drawing artefacts; Making Egyptians headware; Hieroglyphic Amulets	Clay water carriers; Egyptian food; Model tombs and pyramids	Egyptian music and instruments	Cricket Dance	Moral issues; Customs and beliefs.
Summer 2	Allotment 	Living things and their habitats	Using the web Word processing		Human geography including trade links, land use and natural resources Counties and cities in the UK Geographical similarities and differences Compass points and grid references Fieldwork to observe, measure, record and present human and physical features in the local area	Sketch books Art and design techniques Botanical drawing and paintings	Cooking and nutrition Making planters Model making		Athletics Orienteering	Taking responsibility