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| **Evergreen Primary Phase Long-Term Overview** |
| **Oak Base - Year 5** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Project** | **Allotment** | **Alchemy Island** | **Stargazers** | **Beast Creator** | **Pharaohs** | **Scream Machine** |
| **Overview** | Let’s grow. A crispy carrot, a luscious lettuce or a tasty tomato. Dig deep and put your back into it, making your own tubs and planters and nurturing your greens. Harvest your crops and make soups and dishes of seasonal foods that taste delicious. Learn about farms and where food comes from, writing reports on worldwide produce. Discover which allotments are closest to your school, and open the door to the secret garden. Then establish a farmers’ market, harvesting your crops and selling local produce. Include garden crafts and work out your prices. Be sure to make a profit, not a loss. After all that hard work, have your fingers gone green? | It’s time to suspend your disbelief and open your mind. We’re going on a magical journey to Alchemy Island. Can you find the gold hidden deep within the island’s mysterious landscape? The only way is to study the map, unravel the riddle and begin your adventure. On the way, you must do all you can to learn about gold and master the ancient art of alchemy. Be creative and try to impress the island’s team of ace alchemists. Will they praise your scientific expertise? What if there were a video game version of Alchemy Island? Could you compose a stunning soundtrack to bring this mysterious landscape to life? You’ve got your map, coordinates and everything else you need to make your way across Alchemy Island. Don’t forget to pack your imagination. Got your suitcase ready? Then let the journey begin. | Journey through space, the final frontier. Navigate beyond the Sun, the magnificent, blazing star at the centre of our Solar System. Investigate the eight planets: Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus and Neptune. Take a look at the Moon, a celestial body that orbits Earth. Programme a rover to traverse a lunar landscape and work scientifically to investigate gravity, and what happens when there is none. Compare the times of day at different places on the Earth and use GPS satellite navigation systems to track hidden treasure. Get in a spin making simple models of the Solar System and listen to the haunting sounds of space themed songs. Then it’s 3, 2, 1, blast off. Build and launch a rocket for an important test mission. Exploring space is probably the greatest adventure that humankind has ever undertaken. Are we alone? Or are there other life forms out there? | A bug, a creepy-crawly, a beast. He’ll tickle your skin then go in for the sting. Arachnids, insects, molluscs and myriapods, hiding in nooks and beneath darkened rocks. Come search for these minibeasts, and let’s sort them out. How many legs? How many wings? Who does it eat and who eats it? Can you classify it? Can you draw it or make it? Build a bug hotel or a wonderful wormery, then watch them wriggle and burrow, mixing earth as they go. Discover where in the world you’ll find the deadliest beasts. Perhaps the Vespa mandarinia japonica is the one that you fear? Why not become a beast creator? Selectively breed a killer predator that saves the world from the super strong aphid. You’ll be a hero. ‘There was an old lady who swallowed a fly. I don’t know why she swallowed a fly. Perhaps she’ll die?’ | Let’s travel back 5000 years, to the dusty realms of ancient Egypt. Cruise along the Nile, entering a world of mysteries and curses, mummies and kings. Find out about life on the river’s fertile banks, discovering Egypt and its fascinating culture. Unravel the secrets of ancient tombs, using historical sources and ancient artefacts. Find out about powerful pharaohs and grandiose gods. Make yourself a nemes and you’ll really look the part. Become an apprentice and work for Ramose, the chief embalmer at the Beautiful House. Help him prepare a body for its journey into the afterlife. Now open the doorway to ancient Egypt. Who knows what treasures you will find? | Roll up, roll up. You’re going on a day trip to a theme park, to soak up the unique sights, smells and sounds of the fair. Learn about the science behind roller coasters and write poems that are shaped as a loop the loop. Design a theme park and show your ideas on a digital map. Time for some mini investigations. Cam mechanisms, pendulums, pulleys and prototypes. Let’s go behind the scenes to see forces at work. Good news. The engineers at ‘Scream Towers’ love your work and want you to build a death defying new drop ride for their theme park. Make a working model and test it out with uncooked eggs. Cracking stuff. Okay, ready to ride? Don’t forget to scream if you want to go faster. |
| **Memorable Experience** | Visit an allotment | Chief Alchemist's riddle | Visit an observatory or planetarium | Visit a butterfly, insect or tropical house | Mummification scene | Visit a fairground, theme or adventure park |
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| **Innovate Challenge** | Farmers' market | Game soundtrack | Rocket launch | Design a super-minibeast | Egyptian funeral preparations | Design a drop ride |
| **Supporting texts and stories** | The Secret Garden – Frances Hodgson Burnett | A Wizard of Earthsea – Ursula Le GuinThe Lion, the Witch and the Wardrobe – C.S. LewisTom's Midnight Garden - Philippa Pearce | Northern Lights – Philip PullmanAlone on a Wide, Wide Sea – Michael MorpurgoCosmic – Frank Cottrell Boyce | Charlotte's Web – E.B. White | The Phoenix Code – Helen Moss | The Boy Who Swam with Piranhas – David Almond |
| **English** | Non-chronological reports; Instructions; Explanations; Narrative; Poetry | Fantasy narratives; Non-chronological reports; Soliloquies; Poetry; Lyrics | Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Descriptions | Non-chronological reports; Instructions and advertisements; Comic strips; Limericks and kennings; Fantasy narratives | Chronological reports; Fact files; Research skills; Mystery stories; Play scripts | Poetry; Short narratives with dialogue; Signage and emails; Adverts; Non-fiction texts |
| **Maths** | Numbers beyond 20, Negative numbers, Roman numeralsAddition methods, Subtraction methodsSubtraction methods, Problems (addition and subtraction), Estimating and checking | Construct, read and interpret, Problems (statistics)Times tables, Multiplications, Division | Perimeter, AreaMultiplication methods; Division methodsRecognising, finding and making fractions, Equivalence | Equivalence, Counting and calculating with fractions, Addition with fractions, Subtraction with fractions, The four operations and fractionsFractions, decimals and percentages, Recognise, order and compare decimals | Recognise, order and compare decimals, Addition with decimals, Subtraction with decimals, Problems (decimals and percentages)Shape, AnglesPatterns and symmetry, Position, direction and coordinates | Problems (measurement), Converting unitsMeasurement – Volume and capacity |
| **Science Topic** | Life cycles of animals and plants; Working scientifically | Properties and changes of materials; Working scientifically | Earth and space; Forces; Working scientifically | Living things and their habitats | Animals, including Humans | Forces; Properties of everyday materials; Mechanisms; Working scientifically |
| **Science Investigations** | Do dock leaves cure a sting? How many potatoes can you grow? | Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat? | How do we know the Earth is round? Can we track the Sun? How do rockets lift off? Why do planets have craters? How does the Moon move? | How do worms reproduce? Why do birds lay eggs? | Why does milk go off? | How do levers help us? Why are zip-wires so fast? What do pulleys do? |
| **Religious Education** |  | When, how and why do Christians pray? What difference does it make? |  | Jewish, Hindu, Sikh and Islamic Prayer: What? When? How? Where? Why? (Hindus, Muslims, Sikhs, Jews) |  | What can we learn from religion about temptation? (Christians, Muslims) |
| **Geography** | Land use; Food origins; Geographical skills and fieldwork; Map work; Climate | Map reading; Using coordinates; Human and physical features | Locating physical features | Fieldwork; Contrasting locations | Human and physical features of Egypt; The River Nile; Tourism | Theme parks |
| **History** |  |  | Significant individuals – Galileo Galilei, Isaac Newton; 1960s space race |  | Ancient Egypt |  |
| **Design and Technology** | Cooking and nutrition; Making planters; Making structures | Electrical circuits; Designing a board game | Selecting materials; Research; Structures; Evaluation | Making models | Egyptian food; Making tombs and pyramids | Designing rides; Programming models; Mechanical systems; Evaluation; Food |
| **Art and Design** | Botanical drawing and painting |  | Printing; Design | Drawing; Perspectives | Drawing artefacts; Headwear; Hieroglyphic amulets | Photography and image editing |
| **Music****Charanga** | Getting Started with Music Tech | Emotions and Musical Styles | Exploring Key and Time Signatures | Introducing Chords | Words, Meaning and Expression | Identifying Important Musical Elements |
| **Physical Education** | Invasion Games | Gymnastics | Dance | Net and Ball games | Athletics | Outdoor and adventurous activities |
| **Computing** | Systems and Searching | Video Production | Physical Computing | Flat-file Databases | Vector Graphics | Quizzes |
| **Modern Foreign Languages** | Pleased to Meet You | All about Ourselves | That’s Tasty | Family and Friends | School Life | Time Travelling |
| **PSHE** | Feelings and EmotionsRelationships/Growing and Changing | Being ResponsibleComputer Safety | Keeping and Staying Safe | Fire Safety | Keeping and Staying Healthy | The Working WorldA World Without Judgment |