



Year 5/6 - Curriculum map Year A and B



| Planned half term | ILP | Year group | Subject focus | Memorable experience | Innovate challenge | Recommended book (mostly Power of Reading texts) | Love to Investigate | Art & design | Computing | Design & technology | Geography | History | Mathematics | Music | PE | PSHE | Science |
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| Year A Autumn1 | Pharaohs | Year 5 | History | Mummification scene | Egyptian funeral preparations | 1. The Egyptian Echo (Newspaper History) by Paul Dowswell 2. The Phoenix Code by Helen Moss 3. Secrets of a Sun King by Emma Carroll 4. Marcy and the Riddle of the Sphinx Joe Todd Stanton (Graphic novel style) | Why does milk go off? | Drawing artefacts, headwear, hieroglyphic amulets | E-safety: Google Secure your secrets & Computer Science: Lightbot – Algorithms Procedures, Loops and Debugging | Clay water carriers, Egyptian food, model tombs, pyramids | Human and physical features of Egypt - River Nile, tourism | Ancient Egypt | Discrete | discrete | discrete | Moral issues, customs and beliefs, role playing Egyptian citizens | Discrete |
| Year A Autumn 2 | Beast Creator | Year 5 | Science | Visit a butterfly, insect or tropical house | Design a super-minibeast | 1. The Last Wild By Piers Torday 2. Varmints By Helen Ward (picture book) | How do worms reproduce? Why do birds lay eggs? | Drawing; Perspectives | Computer Science: Scratch – Simple Game creation | Model making | Local fieldwork; Contrasting locations | Discrete | Measurement; Statistics | Discrete | Discrete | Debating ethical issues | Living things and their habitats |
| Year A Spring 1 | Frozen Kingdom | Year 6 | Geography | Investigate ice | Polar rescue mission | 1. Shackleton's Journey by William Gribble 2. Ice Trap! Shackleton's Incredible Expedition by Meredith Hooper | How do animals stay warm? Can we slow cooling down? | Photography; Painting; Block printing | Computer Science: Microsoft Kodu – Advanced game creation | Building an igloo | Features of the polar regions | Emigration and exploration in the early 1900s | Measurement (temperature); Negative numbers | Soundscapes | Outdoor adventure; Orienteering | Care of the environment | Living things and their habitats. |
| Year A Spring 2 | Revolution | Year 6 | History | Victorian classroom visit | Present their cause (social/industrial of the time) in 2 mins to special guests of Queen Victoria | Cogheart by Peter Bunzl | How was life in Victorian times different to 21st century? What had been invented? | Non-chronological reports; biographies; diary writing and journals | Computer Science: Networks: Search Algorithms & E-safety: Cyberbullying | 3D models; Victorian school activity | Transportation links | Victorian classroom; crime and punishment; Victorian child and family life; revolution | Discrete | Victorian parlor evening | Drills | Evaluating our work | Discrete - Investigate Sound & Hearing |
| Year A Summer 1 | Tomorrow's World | Year 6 | Computing | Interview a web-designer, blogger or podcaster | Spy school website | Brightstorm: a sky-ship adventure by Vashti Hardy | How does light travel? What is a reflection? Can you see through it? Can you turn a light down? | Logo design | Information Technology: Using shared cloud documents & Computer Science: HTML Hacking and Python Coding | Key individuals in design and technology; Assistive technologies; Programming, monitoring and controlling products; Website header design; Product design | Discrete | History of computing | Discrete | Discrete | Discrete | Jobs of the future; Explaining opinions | Light; Electricity |
| Year A Summer 2 | Scream Machine | Year 5 | Science | Visit a fairground, theme or adventure park | Design a drop ride | The London Eye Mystery By Siobhan Dowd | How do levers help us? Why are zip-wires so fast? What do pulleys do? | Photography and image editing | Computer Science: Swift Playground – Conditional Code, While loops and Logic. | Ride design; Programming models; Mechanical systems; Working models; Evaluation; Food | Theme parks in the UK and overseas | Discrete | Measures (money) | Discrete | Discrete | Discussion and debate | Forces; Properties of everyday materials; Mechanisms; Working scientifically |
| Year B Autumn 1 | A Child's War | Year 6 | History | Evacuees | Street party | 1. An Elephant in the Garden by Michael Murpurgo 2. Rose Blanche By Roberto Innocenti (picture book) | How can you send a coded message? | Discrete | E-safety: Google It's cool to be kind Interland's Kind Kingdom | Following recipes; Building structures | Human geography; Cities of the UK | The Second World War | Discrete | Listening, performing and composing | Competitive games; Dance | Empathising with people in different times | Discrete |
| Year B Autumn 2 | Blood Heart | Year 6 | Science | Sheep's heart dissection | Heart charity fundraiser | 1. Pig Heart Boy by Malorie Blackman 2. Cogheart by Peter Bunzl | How does blood flow? What's in blood? What can your heart rate tell you? | Modelling and sculpture; Abstract art | Information Technology: 3D modelling using Sketchup & Information Technology: Website creation. SharePoint | Selecting tools and equipment; Healthy recipes; Product packaging; Working models | Discrete | Discrete | Pie charts | Pulse; Heart raps | Cardiovascular exercise | Harmful substances; Caring about others | Human circulatory system; Measuring heart rate; History of blood groups; Lifestyle effects; How have humans changed (evolution); How do Humans Change - birth to old age; Working scientifically |

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| Year B Spring 1 | Hola Mexico! | Year 6 | Music | Mexican musical performance | Festival procession | <p>1. Seasons of Splendour By Madhur Jaffrey</p> <p>2. Tales from the Caribbean retold By Trish Cooke</p> <p>3. Holes By Louis Sachar</p> | How can we make red? What colour is a shadow? | Sculpture; Maya art; Carving | E-safety: Why is Social Media Free? Fake News in real life & Information Technology: Making Videos | Food of Mexico; Evaluating and making instruments | Using maps; Human and physical geography of Mexico | Ancient Maya civilisation | Discrete | Mexican music; Musical notation | Mexican dance | Discrete | Light and shadows |
| Year B Spring 2 | Allotment | Year 5 | Geography | Visit an allotment | Hold a farmer's market | <p>1. The Midnight Fox By Betsy Byars</p> <p>2. Fox By Margaret Wild</p> | Do dock leaves cure a sting? How many potatoes can you grow? | Botanical drawing and painting; Wire sculpture | Computer Science: MIT App Inventor— Making an app about secondary schools to take home Using IT beyond school | Cooking and nutrition; Making planters; Making structures for growing plants | Land use; Food origin; Geographical skills and fieldwork; Map work; Climate | Discrete | Recording data; Selling produce | Discrete | Discrete | Taking responsibility | Plant reproduction and life cycles; Life cycles of mammals, amphibians, insects and birds; relate plants to study of evolution & inheritance and all living things; Working scientifically |
| Year B Summer 1 | Alchemy Island | Year 5 | Music | Chief Alchemist's riddle | Game soundtrack | <p>1. If You Find This By Matthew Baker</p> <p>2. Journey to the River Sea By Eva Ibbotson</p> | Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat? | Discrete | Computer Science: Spreadsheets – Using Formula to automate mathematical problems & Information Technology: ChildNet video competition | Electrical circuits; Designing a board game | Map reading; Using co-ordinates; Human and physical features | Discrete | Discrete | Composing; Recording and editing software; Atmospheric music; Graphic scores | Discrete | Discrete | Properties and changes of materials; Working scientifically |
| Year B Summer 2 | Stargazers | Year 5 | Science | Visit an observatory or planetarium | Rocket launch | <p>1. Cosmic by Frank Cottrell Boyce</p> <p>2. Cosmic Disco By Grace Nichols</p> <p>(poetry book)</p> <p>3. Northern Lights by Philip Pullman</p> <p>4. Jamie Drake Equation By Christopher Edge</p> | 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? | Printing; Design | Information Technology: Animation through varied apps & Creating CVs Using IT beyond school | Selecting materials; Design research; Structures; Evaluation | Locating physical features | Significant Individuals - Galileo Galilei, Isaac Newton; 1960's Space Race | Problem solving using measures | Space-inspired music and lyrics | Dance | Discrete | Earth and space; Forces; Magnets; Working scientifically |