



St. Peter's Primary School

Curriculum Map: Year 5

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	FaRther by Grahame Baker-Smith Outcome: Setting Narrative Outcome: Letter	The Midnight Fair by Gideon Sterer The Midnight Fair by Gideon Sterer Outcome: Trespass Narrative Outcome: Diary	The Hound of the Baskervilles by Sir Arthur Conan Doyle (graphic novel edition by Daniel Ferran) Outcome: Cliffhanger Narrative Outcome: Formal Report	The Promise by Nicola Davies Outcome: Character Narrative Outcome: Bargain Letter	The Lost Book of Adventure by Teddy Keen Outcome: Survival Narrative Outcome: Survival Guide	King Kong by Anthony Browne Outcome: Dilemma Narrative Outcome: Balanced Argument
Maths	Number and Place Value, Addition and Subtraction, Decimals	Statistics, Multiplication and Division, Position and Direction	Multiplication and Division, Fractions	Fractions, Decimals and Percentages	Area and Volume, Properties of Shapes	Measurement – Time Statistics
RE	Branch 1: Creation & Covenant Story of Moses The burning bush, Sinai covenant & 10 Commandments. Jesus' summary of the Law. Covenant - binding agreement. Jesus teaching - Love God & love your neighbour (Ex 3, 19, 20, Matt 22).	Branch 2: Prophecy & Promise The life and story of David Jesus fulfils the promises made to David. Joyful mysteries of the Rosary (1 Sam. 16,17, 2 Sam 5, 7, 1 kings 2, Psalm 21, 23).	Branch 3: Galilee to Jerusalem The Beatitudes Sermon on the Mount. Jesus summarises the law - the Great Commandment. The Good Samaritan. The Transfiguration. Our Father Prayer. Virtues of faith, hope & love (Matt 5, 6,17, 22, Lk 10).	Branch 4: Desert to Garden Ash Wednesday Selection of readings. Temptation in the wilderness. The resurrection of the dead Paul. Sin & conscience. What prayer is. Sorrowful mysteries of the Rosary (Joel 2, Psalm 50, 2 Cor. 5, Matt 4, 6, 1 Cor. 4).	Branch 5: To the ends of the earth Pentecost & The Holy Spirit Scriptural echoes of the sacrament of Confirmation. Gifts of the Spirit, Baptism in the Spirit. The effects of Confirmation. Mary as an example of discipleship (Is 11, 61, Lk 4, Mtt 3, Acts 2, 8, 1 Cor. 12).	Branch 6: Dialogue & encounter The Old Testament Originates in Hebrew Scriptures. Holy spirit inspired the scripture writers. Why the Old Testament is important to Christians. The original languages of the Bible. Links between Judaism and Christianity.
	Materials: Mixtures & separation Separating mixtures by exploring methods like filtering, sieving, evaporation, and dissolving.	Materials: Properties & changes Examining material properties such as hardness and transparency, alongside reversible/irreversible changes.	Forces & space: Earth and space Investigating the Solar System by examining the movements of the Sun, Earth, Moon, and planets.	Living things: Life cycles & reproduction Comparing animal and plant life cycles by investigating reproduction, growth, and survival.	Forces & space: Unbalanced forces Exploring gravity, air resistance, water resistance, and the effects of balanced and unbalanced forces.	Animals: Human timeline Investigating the human timeline and exploring if the size of an asteroid affects the diameter of its crater.
History/ Geography	What was important to ancient Egyptians?	What is life like in the Alps?	British history 5: What was life like in Tudor England?	Why do oceans matter? Examining the	What is the legacy of the ancient Greek	Would you like to live in the desert?

	Learning about ancient Egypt by investigating evidence such as mummies, pyramids and the Book of the Dead. Pupils place the ancient Egyptians on a timeline, explore the importance of religion in everyday life and discover how ancient Egyptians explained the creation of the world.		Investigating tourism in mountain environments by learning about the climate and features of the Alps. Pupils examine the human and physical features that attract visitors and research tourism in their local area.		Investigating Tudor England by exploring portraits, progresses and other historical sources to learn about the changing role of the monarchy. Pupils examine how Henry VIII and Elizabeth I used propaganda to shape public opinion and use Tudor inventories to discover what life was like for ordinary people.		importance of oceans by learning how people use and affect marine environments. Pupils investigate the Great Barrier Reef, consider pollution impacts and use fieldwork to explore local marine issues.		civilisation? Exploring ancient Greece by comparing the city-states of Athens and Sparta and investigating how they were governed. Pupils examine different historical sources to learn about democracy and discover the lasting legacy of the ancient Greeks through the Olympic Games, architecture, art and theatre.		Examining hot desert biomes by mapping the world's major deserts and investigating the physical features of the Mojave Desert. Pupils consider how people use desert environments and explore the environmental challenges and threats they face.				
Art & Design/ Design Technology	Drawing: Depth, emotion and movement Investigating how drawing can express emotion, movement and depth. Pupils use expressive lines, shading and printmaking techniques to develop compositions that convey feeling and energy.		Mechanical systems: Gears and pulleys Investigating the history, mechanics and uses of gears and pulleys. Pupils build a gear-and-pulley mechanism before applying their understanding to design an eco-bike.		Painting and mixed media: Portraits Investigating self-portraits created by a range of artists and using photographs as inspiration for mixed-media artwork. Pupils explore how artists represent identity and expression.		Electrical systems: Wobble bots Building on existing knowledge of circuits by introducing motors and exploring how they create movement in products. Pupils investigate wobble mechanisms before designing and developing a wobble bot.		Sculpture and 3D: Interactive installation Inspired by historical monuments and modern installations, pupils plan by researching and drawing a sculpture to fit a design brief. They investigate scale and the display environment.		Digital world: Monitoring devices Exploring programmable technology and 3D design by creating a Micro:bit animal monitoring device that responds to temperature changes. Pupils develop CAD skills by learning to use Tinkercad.				
Music	Shaping Music Improvise confidently over a drone or groove. Compose a short ternary piece using Music Notepad.		Unlocking Vocal Potential Sing with a sense of ensemble, paying attention to phrasing, pitching and musical style. Sing songs in unison, and in two or three parts.		Sounds Dramatic Compose and arrange an original track in YuStudio using major and minor chords, melody, rhythm, basslines, and sound effects to create a specific atmosphere.		Decoding Sound And Notation Develop and expand musical understanding through critical listening and analysis of contrasting pieces. Read and perform notated melodies with confidence.		Carnival Time 1 Develop ensemble and instrumental skills by performing samba rhythms accurately and expressively. Compose and perform original Call & Response sections.		Music Speaks Create and produce music with multiple sections that include repetition and contrasts. Use chord changes as part of a (sequenced) composition.				
PSHE	Module 1: Created and Loved by God					Module 2: Created to Love Others					Module 3: Created to Live in Community				
	Unit 1: Religious Understanding	Unit 2: Me, My Body, My Health	Unit 3: Emotional Wellbeing	Unit 4: Life Cycles	Unit 1: Religious Understanding	Unit 2: Personal Relationships	Unit 3: Life Online	Unit 4: Keeping Safe	Unit 1: Religious Understanding	Unit 2: Living in the Wider World					
Computing	[IT] Spreadsheets Learn how spreadsheets support real-world decision-making through measurement, graphing, and budgeting.		[IT] Quizzing Designing and creating interactive quizzes using the 2Quiz tool. [IT] Databases Create databases and query existing databases		[CS] Coding Learn to simplify code, and how tags, functions and different variables can be used.		IT] Word Processing Use software to edit, format and create documents, using images, tables and templates.		[CS] Game Creator Design and make a 3D maze adventure game using 2DIY3D, assessing effectiveness. [IT] Concept Maps Organise, develop and present ideas using		[CS] Coding External Devices Code programs which enable the Purple Chip external device to be used as a controller. [CS] micro:bit Explores the use of the				

		to find specific information.			2Connect concept maps based on non-fiction topics.	temperature sensor and pins on the micro:bit.
PE	Invasion Games (Tag Rugby / Football): Focuses on maintaining possession, changing direction at speed, and understanding basic attacking principles. Pupils learn to pass accurately under pressure and use tactical spatial awareness to exploit gaps in defense.	Gymnastics: Focuses on creating complex sequences using counter-balance and counter-tension with a partner. Pupils safely transfer these shapes from floor mats to advanced apparatus, incorporating controlled flight and landings.	Dance: Pupils explore choreography based on dynamic themes (e.g., forces of nature, historical events, or street style). They learn to synchronize movements with a partner or group, focusing on expression, rhythm, and structural composition.	Outdoor Adventurous Activities (OAA): Focuses on communication, leadership, and team problem-solving. Pupils learn introductory map-reading, basic compass skills, and orienteering navigation to complete physical and mental challenges.	Athletics (Track): Focuses on sprinting technique, pacing strategies for middle-distance running, and efficient relay baton exchanges. Pupils track their times to aim for continuous personal improvement.	Athletics (Field): Focuses on maximum power and safety in throwing events (javelin, shot put) and coordination in jumping events (triple jump, long jump, vertical jump)
French	Unit 1: French monster pets Reviewing noun gender, article-noun agreement and adjective placement while exploring monster and body part vocabulary. Writing about a 'Fantastic French beast'.	Unit 2: Space exploration - in French Developing listening and language skills through a space theme; using figurative language and adding adjectives and prepositions; making simple comparisons.	Unit 3: Shopping in France Constructing high numbers in French, developing food-related vocabulary through games and role-play, and building on sentence structures for shopping.	Unit 4: French-speaking world Discovering the many French-speaking countries, giving and following directions in French and discussing climate using comparative language.	Unit 5: Verbs in a French week Identifying infinitive verbs and grouping into -er, -ir and -re categories before learning regular verb endings. Learning foundation verbs 'avoir' and 'être'.	Unit 6: Meet my French family Introducing family and relations vocabulary, possessive adjectives, and expressing likes/dislikes. Composing a written piece describing family members.