

Long Term Plan Year 5 2015/16

Y5	Term 1:1 Focus: History	Term 1:2 Focus: Science	Term 2:1- 2:2 Focus: History	Term 3:1 Focus: Science/geography	Term 3:2 Focus: Science
Topics	Peasants, Princes and Pestilence Computing - Collecting, evaluating and presenting data and information D&T - Sketch books, Printmaking, Historical recipes Geography - using maps History - 14 th century England Maths - position and direction	Stargazers Art & Design - printing, design Computing - programming, stop frame animation D&T - selecting materials, design research structures, evaluation Geography - locating physical features History - significant individuals - Galileo Galilei,	Pharaohs History - Ancient Egypt Art & Design - drawing artefacts, headwear, Hieroglyphic amulets D&T - clay water carriers, Egyptian food, model tombs and pyramids Geography - human and physical features of	Scream Machine Geography - land use, geographical skills and fieldwork, map work, theme parks in the UK and overseas Art & Design - photography and image editing Computing - digital photography, effective online research, logical reasoning and algorithms, safe and respectful use of technology D&T - ride design,	Beast creator Art & Design - Drawing, perspectives Computing - research and presentation D&T - model making Geography - local fieldwork, contrasting locations PSHE - debating ethical issues

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	Music - composing and singing	Issac Newton, 1960 space race Music - space inspired music and lyrics	Egypt, the River Nile, Tourism PSHE - moral issues, customs and beliefs Role playing Egyptian citizens	programming models, mechanical systems, working models, evaluation cooking and nutrition, PSHE - taking responsibility, discussion and debate	
Science	Science - working scientifically, living things, lifecycles of mammals, amphibians, insects and birds	Science - earth and space, forces, working scientifically	Science - animals, living things and their habitats, working scientifically	Science - forces, properties of everyday materials, mechanisms, working scientifically	Science - living things and their habitats, plant reproduction and lifecycles, lifecycles of mammals, amphibians, insects and birds