

<p><b>Forces</b></p> <ul style="list-style-type: none"> <li>Explain that unsupported objects fall towards the Earth because of the force of gravity acting between the earth and the falling object</li> <li>Identify the effects of air resistance, water resistance and friction, that act between moving surfaces</li> <li>Recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.</li> </ul>	<b>S C I E N C E</b>	<p><b>Living things and their habitats</b></p> <ul style="list-style-type: none"> <li>Describe the differences in the life cycle of a mammal, an amphibian, an insect and a bird</li> <li>Describe the life process of reproduction in some plants and animals</li> </ul>	
<p><b>Earth and Space</b></p> <p>Describe the movement of the Earth, and other planets, relative to the Sun in the solar system</p> <p>Describe the movement of the Moon relative to the Earth</p> <p>Describe the Sun, earth, Moon relative to the Earth</p> <p>Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky</p>		<p><b>Animals including humans</b></p> <ul style="list-style-type: none"> <li>Describe the changes as humans develop to old age</li> </ul>	
<p><b>Properties and changes of materials</b></p> <ul style="list-style-type: none"> <li>Compare and group together everyday materials on the basis of their properties including hardness, solubility, transparency, conductivity (electrical and thermal) and response to magnets</li> <li>Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution</li> <li>Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating</li> <li>Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic</li> <li>Demonstrate that dissolving, mixing and changes of state are reversible changes</li> <li>Explain that's some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and acid</li> </ul>		<p><b>Working Scientifically</b></p> <ul style="list-style-type: none"> <li>planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary</li> <li>taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate</li> <li>recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs</li> <li>using test results to make predictions to set up further comparative and fair tests</li> <li>reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations</li> <li>identifying scientific evidence that has been used to support or refute ideas or arguments.</li> </ul>	
<p><b>ART</b></p> <ul style="list-style-type: none"> <li>Uses a range of materials to produce line, tone and shade</li> <li>Create printing blocks by simplifying an initial sketch book idea</li> <li>Use relief of impressed method</li> <li>Create prints with three overlays</li> </ul>		<p><b>Year 5 Curriculum Skills Coverage CYCLE A</b></p>	<p><b>MUSIC</b></p> <ul style="list-style-type: none"> <li>Identify tempo and Dynamics using musical vocabulary</li> <li>Identify instruments/ Identify calls and responses</li> <li>Accurately play correct notes on tuned instruments/ perform with increasing dexterity. SING with expression</li> <li>Compose rhythms and notes individually in sections of music/ Understand basic pitch and rhythmic notation</li> </ul>
<p><b>History</b></p>		<p><b>Geography</b></p>	
<ul style="list-style-type: none"> <li>Make comparisons between different times in history</li> <li>Begin to describe significant features from time periods and know how Britain has influenced and been influenced by the wider world</li> <li>Identify and describe key features and their impact on today's society</li> <li>Understand why some civilisations have been successful and why others have not</li> <li>Have some awareness of historical concepts and make some connections, draws some contrast and analyse some trends.</li> <li>Examine causes and results of great events and the impact on people</li> <li>Begin to identify primary and secondary sources</li> <li>Use evidence to build up a picture of life in the time studied</li> <li>Identify different views and begin to suggest different reasons why they have occurred</li> <li>Use historical terminology appropriate to the topic</li> <li>Make use of dates to structure work</li> <li>Begin to form arguments Record and communicate knowledge in different forms.</li> </ul>		<p><b><u>Location Knowledge</u></b></p> <ul style="list-style-type: none"> <li>Know more about the features of a variety of places around the world</li> </ul> <p><b><u>Knowledge and Interpretation</u></b></p> <ul style="list-style-type: none"> <li>Understand more about the links between different places and that some places depend on each other</li> </ul> <p><b><u>Human and Physical Geography</u></b></p> <ul style="list-style-type: none"> <li>Describe and begin to explain geographical patterns and a range of physical and human processes</li> <li>Recognise that these interact to affect the lives and activities of people living there</li> <li>Understand how people can both improve and damage the environment</li> </ul> <p><b><u>Geographical Skills and Field work</u></b></p> <ul style="list-style-type: none"> <li>Use maps, atlases, globes and digital / computer mapping to locate countries and describe features studied</li> <li>Use the eight points of a compass, four figure grid references, symbols and keys to build knowledge of UK in the past and present</li> <li>Use FIELDWORK to observe, measure and record the human and physical features in a local area using a range of methods, including sketch maps, plans and graphs and digital technologies</li> </ul>	

<b>I C T</b>	<b>Information Technology</b> <ul style="list-style-type: none"> <li>Confidently use a range of software</li> <li>Use technology to present their work, showing an increasing degree of skill and using advanced features of software tools</li> <li>Select tools which they can use to help them achieve a specific aim and justify these choices to others</li> <li>Continue to use, search, enter data into and creating their own databases.</li> <li>Continue to use technology, including spread sheets to create graphs and present data in different ways</li> </ul>	<b>P E</b>	<b>Games &amp; Athletics</b> <ul style="list-style-type: none"> <li>Travel with a ball showing changes of speed and direction using either foot or hand</li> <li>Use a range of techniques when passing</li> <li>Hit the ball with purpose/ from both sides of the body</li> <li>Judge how far they can run to score points</li> <li>Develop skills in running, jumping and throwing</li> <li>Investigate ways of performing these activities</li> <li>Use a variety of equipment , ways of measuring and timing, comparing effectiveness of different styles of run/ jump and throws.</li> </ul>
	<b>Digital Literacy</b> <ul style="list-style-type: none"> <li>Use a range of sources to check validity and recognise different viewpoints and the impact of incorrect data</li> <li>Recognise that the Internet may contain material that is irrelevant, biased, implausible and inappropriate</li> <li>Understand issues of copyright and how they apply to their own work.</li> <li>Use the internet to communicate</li> </ul>		<b>Dance &amp; Gymnastics</b> <ul style="list-style-type: none"> <li>Explore ideas from different dance styles and compose dances expressively</li> <li>Create structured sequences of dance using a range of movement patterns</li> <li>Understand why dance is good for fitness and organise their warm up and cool downs</li> <li>Comment on their own and the work of others</li> </ul>
<b>Languages (Spanish)</b> <ul style="list-style-type: none"> <li>Listen attentively to spoken language and show understanding by joining in and responding. Explore the patterns and sounds of language through songs and rhymes and link spelling , sound and meaning of words. Engage in conversations: ask and answer questions: express opinions and respond to those of others: seek clarification and help.</li> <li>Speak in sentences, using familiar vocabulary, phrases and basic language structures. Actuate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases.</li> <li>Present ideas and information orally to a range of audiences. Read carefully and show understanding of words, phrases and simple writing.</li> <li>Write phrases from memory and adapt these to create new sentences, to express ideas clearly. Describe people, places and things and actions orally and in writing</li> <li>Understand basic grammar appropriate to the language being studied, including feminine, masculine and neuter forms and conjugation of the high-frequency words: key features and patterns of the language.</li> </ul>			
<b>DESIGN AND TECHNOLOGY</b>		<b>F O R E S T A N D F A R M S C H O O L</b>	<b>Cooking &amp; Nutrition</b> <ul style="list-style-type: none"> <li>To apply rules for basic food hygiene and oter safe practices eg hazards when working with heat.</li> <li>To have basic understanding of how food is grown, reared or caught in the UK.</li> <li>To know how to prepare and cook a range of predominantly savoury dishes safely and hygienically.</li> <li>Use a range of techniques to prepare food</li> <li>To weigh and measure dry ingredients and liquids accurately</li> </ul> <p>See also Science 'All Living things' objectives.  <b><u>All Children will – grow fresh produce/ produce a product to sell/ Pass Food Hygiene level 1/ Plan and cater for an event for the outside community.</u></b></p>
<ul style="list-style-type: none"> <li>To generate ideas through brainstorming and identify a purpose for their product</li> <li>To draw up a specification for their design</li> <li>To develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making it if first attempt fails.</li> <li>To use results of investigations, information sources, including ICT when developing design ideas</li> <li>Model their ideas using prototype and pattern pieces</li> </ul>			<b>Wellbeing</b> <ul style="list-style-type: none"> <li>To encourage curiosity and exploration and use of all senses</li> <li>To empower children in the natural environment</li> <li>To increase co-operation with peers</li> <li>To encourage spatial awareness, motor development and problem solving skills</li> <li>To review and recognise their own personal achievements</li> </ul>
<ul style="list-style-type: none"> <li>To use a wider range of appropriate materials and techniques</li> <li>To measure and mark out accurately</li> <li>To use different tools and equipment safely and accurately</li> <li>To cut and join with accuracy to ensure a good-quality finish to the product</li> </ul>			
<ul style="list-style-type: none"> <li>To evaluate a product against the original design specification</li> <li>To evaluate it personally and seek evaluation from others</li> <li>Evaluate how learning from science and Maths can help design and make products that work.</li> </ul>			



