



Browney Academy Year 5 2020-21

YEAR 5	Topic	ILP focus	Memorable experience / Cultural Capital	Maths	English	Science	DT	Computing	History	Geography	MFL	PE	PSHE	Music (Charanga)
Autumn 1	Off with Her Head	History Art and Design	Meet the Tudors – Elizabeth I video.	Recovery Curriculum Y4 Geometry Mass, Volume, Length Time	Narrative – Leon and the Place Between Narrative focus: evoke mood Newspaper Article	Animals including humans	Portraits	Online Safety	The Tudors	Using maps	Welcome to school	Net/Wall Games: Table tennis	Be Yourself <i>Emotional Health and Well-being</i> Respectful Friendships <i>Celebrating differences</i>	Livin' On A Prayer
Autumn 2	Sow, Grow and Farm	DT	Plant seeds to replicate an allotment. Taste test different foods and follow a recipe to cook a meal	Place Value Multiplication and Division Graphs	Narrative – Tom's Midnight Garden Narrative focus: audience awareness Non-chronological Report	Earth and Space	Cooking and nutrition, Making structures for growing plants	Coding	N/A	Land use, Food origin, Geographical skills and fieldwork	My local area, your local area	Gymnastics: Using apparatus for balances and movement	Me and My World <i>Community</i>	Classroom Jazz 1
Spring 1	Pharaohs	History	Cornerstones Engage: Shadow play mummification scene.	Fractions Decimals and Percentage	Narrative – Famous Five Narrative focus: style of an author Persuasion	Forces	Printmaking, Historical recipes	Spreadsheets and Databases	Egyptians	Landmarks/places in the local area	Family tree and faces	Dance: Dances from different cultures	Safety First <i>Keeping safe and managing risk</i> Safe Relationships <i>Online and offline</i>	Make you feel my love
Spring 2	Pharaohs	History	Pharaoh documentary	Geometry Position and movement	Narrative – The Lighthouse Narrative focus: viewpoint Procedural Text	Properties of Materials	Selecting and using tools and materials	Game Creator	Egyptians	Locational knowledge	Celebrating carnival / body parts	Gymnastics: Perform sequences	My Online World <i>Media literacy and digital resilience</i>	Fresh Prince of Bel-Air



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Summer 1	Firedamp and Davy Lamps	History	Visit Mines at Beamish	Measurements Area and Perimeter	Narrative - Clockwork Narrative focus: non-linear Discussion	Living things and their habitats	Selecting Materials	Modelling	Victorians / 1900s	Changes in the local community	Feeling unwell / Jungle animals	Invasion Games: Netball/ba sketball	Healthy Me <i>Including CWP Drug & Alcohol scheme</i>	Dancing in the Street
Summer 2	Scream Machine	DT and Science	Design your own rollercoast er	Volume Roman Numerals	Narrative – London Eye Mystery Narrative focus: dialogue Explanation	Working scientifically / consolidation	Ride designs; Mechanical systems, working models	Concept Maps and Word Processing	2000s	Theme parks in the UK and overseas	Summertime	Athletics: Long jump, high jump, triple jump	Changing Me <i>(Including positive relationships) CWP RSE resource</i> Aim High <i>Money and Aspirations</i>	Reflect, Rewind and Replay