

Class: 5 and 6 Year Group: 2

## Childwall CE Primary School Curriculum Long Term Plan 2021-22

	Curriculum Long Term Plan 2021-22						
			Year 5				
Subjects	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Christian Value	Community	Норе	Wisdom	Joy	Peace	Dignity	
English	<ul> <li>Dear Teacher</li> <li>Traditional stories</li> <li>Stories with familiar settings</li> </ul>	<ul> <li>The Highway Rat</li> <li>Information texts</li> <li>Instructions</li> <li>Poetry – Patterns on a Page</li> </ul>	Different stories by the same author	<ul> <li>Explanations</li> <li>Poetry – Really Looking</li> </ul>	Fantastic Mr. Fox Significant authors	Fantastic Mr. Fox  Non-chronological reports Poetry – Silly Stuff	
Maths	Number and Place Value Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward  Read and write numbers to at least 100 in numerals and in words  Recognise the place value of each digit in a two-digit number (tens, ones)  Identify, represent and estimate numbers using different representations, including the number line  Compare and order numbers from 0 up to 100; use <, > and = signs  Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Multiplication and Division Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables including recognising odd and even numbers  Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs  Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot	Measurement Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels  Compare and order lengths, mass, volume/capacity and record the results using >, < and =  Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value  Find different combinations of coins that	Properties of Shape Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line  Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces  Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]  Compare and sort common 2-D and 3- D shapes and everyday objects.  Order and arrange	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables  Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity  Ask and answer questions about totalling and comparing categorical data	This term will be used to assess the children's understanding of Year 2 objectives and consolidate understanding of all previous learning during Year 2.	



Class: 5 and 6

Recognise and use the inverse	Recognise, find, name	equal the same amounts of	combinations of	
relationship between addition	and write fractions 1/3,	money	mathematical objects	
and subtraction and use this to	1/4, 2/4 and 3/4of a		in patterns and	
check calculations and solve	length, shape, set of	Solve simple problems in a	sequences	
missing number problems	objects or quantity	practical context involving		
		addition and subtraction of	Use mathematical	
Add and subtract numbers	Write simple fractions for	money of the same unit,	vocabulary to	
mentally, including: • A two-	example, $1/2$ of $6 = 3$ and	including giving change	describe position,	
digit number and ones • A two-	recognise the equivalence		direction and	
digit number and tens • Two	of 2/4 and 1/2	Compare and sequence	movement, including	
two-digit numbers • Adding		intervals of time	movement in a	
three one-digit numbers			straight line and	
		Know the number of	distinguishing	
Add and subtract numbers using		minutes in an hour and the	between rotation as a	
concrete objects, pictorial		number of hours in a day.	turn and in terms of	
representations including: • A		<b></b>	right angles for	
two-digit number and ones • A		Tell and write the time to	quarter, half and	
two-digit number and tens •		five minutes, including	three-quarter turns	
Two two-digit numbers •		quarter past/to the hour	(clockwise and anti-	
Adding three one-digit numbers		and draw the hands on a	clockwise).	
Cl. (1 ( 11)); C)		clock face to show these		
Show that addition of two		times		
numbers can be done in any order (commutative) and				
subtraction of one number from				
another cannot				
another cannot				
Count in steps of 2, 3, and 5				
from 0, and in tens from any				
number, forward and backward				
number, for ward and backward				
Use place value and number				
facts to solve problems				
inets to solve problems				
Use place value and number				
facts to solve problems				
Solve problems with addition				
and subtraction: • using				
concrete objects and pictorial				
representations, including those				
involving numbers, quantities				
and measures • applying their				
11 7 18		1	1	



Class: 5 and 6

	increasing knowledge of mental					
	and written methods					
	and written methods					
	Recognise and use the inverse					
	relationship between addition					
	and subtraction and use this to					
	check calculations and solve					
	missing number problems					
Religious	The Bible	Christmas: Good	Jesus: Friend to	Easter Signs and	Why is the church	Ascension and
Studies	To understand that the Bible	News	Everyone	Symbols	a special place for	Pentecost
20000	is a special book and is the	What is good news?	How did Jesus made	Discuss about the	Christians?	Reflect on the details
	most treasured possession	How is it different	friends with others?	children's	How is a Gudwara	of the ascension and
	for many Christians.	from just "news"?		experiences of	special to Sikhs?	respond personally to
	·		To understand that	celebrations.	•	the idea of what
	To explore the Bible as a	Find out about the	Jesus said, 'let the		How is a synagogue	heaven is like.
	story often passed on by	Good News of the birth	children come'.	Discuss the key	special to Jewish	
	word of mouth not written	of Jesus		parts of the Easter	people?	Consider the details
	down.		To understand the	story: Palm Sunday		of Pentecost; ask and
		Find out about Good	importance of saying		How is a mosque	answer questions
	Originally the Bible was	News from God	'thank you' through the	Explore the	special to Muslims?	relating to this key
	written on many scrolls, not		story of the Ten Lepers	symbolism of the	1	Christian event.
	in a book. Special scrolls	Find out about Good	(Luke 17:11-19).	bread and wine and	How is a Hindu	
	called the Dead Sea Scrolls	News delivered by	,	how they link to	temple special to	Create a fact-file
	were found at Qum'ran.	angels		Jesus' Last Supper	Hindus?	about Pentecost.
	~	6.0	To understand that	with his disciples.		
	Why do church leaders think		miracle stories reveal		How does a Roman	
	the Bible is special?		Jesus is the Son of God	How are Good	Catholic church	
	1		as well as a friend to	Friday and Easter	compare to a church	
	Other religions have		outsiders.	Sunday important	of England church?	
	different holy books. Jewish			to Christians?	8	
	people read the Torah.			What feelings and	Explore	
	respective and a second			symbols are	special/holy places	
	Muslims' holy book is called			connected with	talked about in the	
	The Koran. Who wrote it?			both days?	Bible.	
	What does it contain? How			2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		
	is it kept holy?			How is Easter		
	<b></b>			celebrated around		
	Hindus have holy scriptures			the world?		
	called vedas? What do they			lie world.		



Class: 5 and 6

Science	Living things and their habitats  Explore and compare the differences between things that are living, dead, and things that have never been alive.  Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.  Identify and name a variety of plants and animals in their habitats, including micro-habitats.  Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.	Animals, including humans     Notice that animals, including humans, have offspring which grow into adults.     Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).     Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.	What are the most important symbols to Christians connected with Easter?  Uses of everyday materials  Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.  Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.	Plants  Observe and describe how seeds and bulbs grow into mature plants.  Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
Geography	Where do different animals  live?  Name the seven continents and locate the home of the Emperor penguins as Antarctica.  locate and describe the home of the Asia panda.  describe specific place knowledge about the location of a significant	Journey around the world  To describe the location and place that they live in as part of the UK  To understand what the coast is like, and to see it through the eyes of someone who lives there		Seven Wonders of the World  To revise the human and physical geography of our local area and identify the UK's 'wonders'  To identify and describe the



Class: 5 and 6 Year Group: 2

		1	,	T	•	,
	<ul> <li>animal – a whale shark</li> <li>Use adjectives to describe the African landscape.</li> <li>understand an animal's</li> </ul>		To understand what living in a rainforest is like, and to compare it with our		world's highest mountain, giving reasons why it is a physical	
	yearly movement and describe the countries it passes over.		<ul><li>own lives</li><li>To understand how and why different</li></ul>		wonder • To identify the major rivers and	
	<ul> <li>Understand that we live in Europe.</li> <li>Locate North and South America.</li> </ul>		buildings are built to suit different places, using the example of Timbuktu		desert areas in different continents of the world	
	Locate the 5 oceans of the world.		To understand what     a city is, and to     locate world cities on     a map To explain     their reasons for     going on a journey to     another country,     including describing     the human and     physical landscape     and people in this     place and imagining     what a journey		To identify ancient world wonders, and compare them with those built in the last hundred years To identify new world wonders in the UK and beyond	
History		The Gunpowder Plot  Explain how and why we remember 5th November  Name Guy Fawkes as a conspirator in the Gunpowder Plot  Explain that the Gunpowder Plot was a scheme to blow up the Houses of Parliament  Give the date of the Gunpowder plot and locate it on a timeline  Explain what the	would be like	Who are our local heroes?  Understand who Kitty Wilkinson was  Put her life on a timeline  Look and talk about evidence from the past about her life  Come up with ideas about the past using sources and evidence  Explain why we		Titanic  What do we already know about the Titanic and what can we work out from a picture?  What was so special about the Titanic and what was life on board like?  Why and how did the 'unsinkable' Titanic sink?  Analyse evidence and decide what is



Class: 5 and 6

Technology  Designing  Generate ideas based on simple design criteria and their own experiences, explaining what they could make.  Develop, model and communicate their ideas through talking, mock-ups and drawings.  Making  Plan by suggesting what to do next. Select and use tools, skills and techniques, explaining their choices. Select new and reclaimed materials and construction kits to build their structures. Use simple finishing techniques suitable for the structure they are creating.  Evaluating Evaluating Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.  Technical knowledge and understanding Know how to make freestanding structures stronger, stiffer and more stable. Know and use technical vocabulary relevant to the project.  Art and Design Pattern: Repeating Patterns  Design and using own experiences. Develop and communicate ideas through talking and using own experiences. Develop and communicate ideas through talking and using own experiences. Develop and communicate ideas through and mock-ups. Making Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.  Evaluating Evaluating Evaluate their irdeas through data and such as a range of products with wheels and axles. Evaluate their ideas through understanding Explore and evaluate a range of products with wheels and axles. Evaluate their ideas through understanding Explore and use develope and understanding Explore and use wheels, axles and axle holders. Explore and use develope and understanding Explore and evaluate a range of products with whe		European din Standania	Houses of Paliament are and what they are used for Explain their opinion about Guy Fawkes, using evidence to justify their thinking Show a basic understanding of the significance of the Gunpowder Plot in the history of Britain	Wheels and Avels	should remember Kitty Wilkinson Compare her life to another local hero.	Project consolidating	real and what is fake.  • Understand why weren't more people saved from the Titanic?  • How did they stop a disaster like the Titanic happening again?
Generate ideas based on simple design criteria and their own experiences, explaining what they could make.     Develop, model and communicate their ideas through talking, mock-ups and drawings.      Making     Plan by suggesting what to do next.     Select and use tools, skills and techniques, explaining their choices.     Select new and reclaimed materials and construction kits to build their structures.     Use simple finishing techniques suitable for the structure they are creating.      Evaluating     Explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings.     Forhale Item product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.      Technical knowledge and understanding     Now how to make freestanding structures stronger, stiffer and more stable.     Now and use technical vocabulary relevant to the project.  Art and Design  Formal elements of Art Art and Design Skills  Patternic Repeating Patterns      Sendand simple design criteria.  Generate initial ideas and simple design criteria through talking and using own experiences.     Develop and communicate ideas through atmosphering to communicate ideas through and using own experiences.     Develop and communicate ideas through atmosphering talking and using own experiences.     Develop and communicate ideas through atmosphering to communicate ideas through atmosphering to allow movement and finishing.  Select from and use a range of tools and equipment to perform practical tasks such as cutting and using own experiences.     Develop and communicate ideas through atmosphering to allow movement and finishing.  Select from and use a range of tools and equipment to perform practical tasks such as cutting and inging to allow movement and finishing.  Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.  Evaluating  Explore and evaluate a range	Design and	Freestanding Structures		Wheels and Axels Designing			skins from the aspects of
Art and Design Skills   Human Form   Sculpture and   Teachers' own classified by Sculptures   Design Pattern: Repeating Patterns   Introduction to   Body Sculptures   Mixed Media   Choice- to be decided   to be decided closs		own experiences, explaining wha  Develop, model and communicatalking, mock-ups and drawings.  Making  Plan by suggesting what to do n  Select and use tools, skills and tochoices.  Select new and reclaimed mater build their structures.  Use simple finishing techniques they are creating.  Evaluating  Explore a range of existing frees school and local environment e.g. buildings.  Evaluate their product by discus relation to the purpose, the user as original design criteria.  Technical knowledge and under Know how to make freestanding	ext. echniques, explaining their ials and construction kits to suitable for the structure standing structures in the everyday products and using how well it works in and whether it meets the extanding	<ul> <li>Generate initial ideas and simple design criteria through talking and using own experiences.</li> <li>Develop and communicate ideas through drawings and mock-ups.</li> <li>Making</li> <li>Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing.</li> <li>Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.</li> <li>Evaluating</li> <li>Explore and evaluate a range of products with wheels and axles.</li> <li>Evaluate their ideas throughout and their products against original criteria.</li> <li>Technical knowledge and understanding</li> <li>Explore and use wheels, axles and axle holders.</li> <li>Distinguish between fixed and freely moving axles.</li> </ul>		To be decided nearer to	to the time
Design Pattern: Repeating Patterns Introduction to Body Sculptures Mixed Media choice- to be decided to be decided clo					Cardadana	T12	T1
Texture: Taking Rubbings  Craft: Clay  Drawing and decorating skulls  Drawing Expressions		Pattern: Repeating Patterns	Introduction to sketchbooks	Body Sculptures  Drawing and decorating	Mixed Media 3D Human Forms		to be decided closer to



Class: 5 and 6 Year Group: 2

	Texture: Frottage	Craft: Weaving a Picture	Creating Collages	Working together to		
	Tone: 3D Pencil Drawings  Tone: 3D Colour Drawings	Design: Clarice Cliff Plates Shading Painting: Roller Coaster Ride	Opie Style Portraits Clothes Peg Figures	working together to create a large piece of artwork		
Wellbeing PSHE/SMS C	ROAR Programme/Mental Health/V4S/Internet Safety/Black History Month	Learning About: Drawing for Fun V4S/Firework Safety/Internet Safety/Anti-bullying week/Drug and Alcohol Education	Safer Internet Day/V4S/ROAR/	V4S/Internet Safety/ROAR/ Fairtrade and Global Goals	V4S/Internet Safety/ROAR/ Mental Health Awareness Week/Money Sense Week	SRE Refugee Week/V4S
Computing	Online Safety Free Choice	Online Safety Coding 2.1  -To understand what an algorithm isTo create a computer program using an algorithmTo create a program using a given designTo understand the collision detection eventTo understand that algorithms follow a sequenceTo design an algorithm that follows a timed sequenceTo understand that different objects have different propertiesTo understand what different events do in code.	Online Safety Spread Sheets 2.3  -To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine.  -To learn how to copy and paste in 2Calculate.  To use the totalling tools.  -To use a spreadsheet for money calculations.  To use the 2Calculate equals tool to check calculations.  -To use 2Calculate to collect data and produce a graph.	Online Safety Presenting Ideas 2.8  -To explore how a story can be presented in different ways.  -To make a quiz about a story or class topic.  -To make a fact file on a non-fiction topic.  -To make a presentation to the class	Online Safety  Making Music 2.7  -To make music digitally using 2SequenceTo explore, edit and combine sounds using 2SequenceTo edit and refine composed music. To think about how music can be used to express feelings and create tunes which depict feelingsTo upload a sound from a bank of sounds into the Sounds section. To record and upload environmental sounds into Purple Mash.	Online Safety  Movie Makers



Class: 5 and 6

		-To understand the function of buttons in a program. =To understand and debug simple programs			-To use these sounds to create tunes in 2Sequence.	
Music	How does music help us to make friends?  Exploring Simple Patterns  Singing	How does music teach us about the past? Focus on Dynamics and Tempo	How does music make the world a better place?  Singing Performance	How does music teach us about our neighbourhood?  Singing	How does music make us happy?  Singing Performance	How does music teach us about looking after our planet?  Singing
	Performance	• Singing	Improvisation	Performance	Improvisation	Performance
	Improvisation	Performance	Composition	Improvisation	Composition	Improvisation
	Composition	<ul> <li>Improvisation</li> </ul>	Listening	Composition	Listening	Composition
	Listening	Composition	Musicianship	Listening	Musicianship	Listening
	Musicianship	<ul> <li>Listening</li> </ul>	Beat, pulse	<ul> <li>Musicianship</li> </ul>	Beat, pulse	<ul> <li>Musicianship</li> </ul>
	Beat, pulse	<ul> <li>Musicianship</li> </ul>	Rhythm	Beat, pulse	Rhythm	Beat, pulse
	Rhythm	Beat, pulse	Pitch	Rhythm	Pitch	Rhythm
	Pitch	Rhythm Pitch		Pitch		Pitch
PE	Fundamentals	Athletics	.Gymnastics	Sending and	Striking and	Net and Wall
112	To develop balance, stability	To develop the sprinting	To perform gymnastic	Receiving	Fielding	To develop racket
	and landing safely.	action.	shapes and link them	To roll a ball towards	To be able to track a	familiarisation.
			together.	a target.	rolling ball and collect	
	To explore how the body moves	To develop jumping for			it.	To develop placing an
	differently when running at	distance.	To be able to use shapes	To be able to track	T- 11	object.
	different speeds.	To develop technique	to create balances.	and receive a rolling ball.	To develop accuracy in underarm throwing	To use the ready position to defend space
	To develop changing direction	when jumping for height.	To be able to link	van.	and consistency in	on court.
	and dodging.	when jumping for height.	travelling actions and		catching when	on court.
		To develop throwing for	balances using apparatus.	To be able to stop,	fielding a ball.	To develop returning a
	To develop and explore	distance.		send and receive a		ball with hands.
	jumping, hopping and skipping		To demonstrate different	ball with your feet.	To develop accuracy	
	actions.	To develop throwing for	shapes, take off and		with overarm	To develop returning a
	To develop co-ordination and	accuracy.	landings when performing jumps.	To develop throwing	throwing to send a ball over a greater	ball using a racket.
	combining jumps.	To develop technique	jumps.	and catching skills.	distance and limit a	To move an opponent to
	Jampo.	when taking part in an	To develop rolling and	and	batter's score.	win a point.
	To develop combination	athletics carousel.	sequence building.	To send and receive a		
	jumping and skipping in an			ball using a racket.	To develop striking	Ball Skills
	individual rope.	Invasion	To develop sequence		for distance and	To be able to roll a ball
	5	To understand what being	work on apparatus.	<u>Fitness</u>	accuracy.	to hit a target.
	<u>Dance</u>	in possession means and		To understand how to		



Class: 5 and 6

	To repeat, link and choose actions.  To create actions and accurately copy other's actions.	support a teammate to do this.  To use a variety of skills to score goals.	Target Games To develop an understanding of target games and consider how much power to apply when aiming at a target.	run for longer periods of time without stopping.  To develop co- ordination and timing	To develop decision making to get a batter out.  To develop decision making when under	To develop co- ordination and be able to stop a rolling ball.  To develop technique and control when
	To copy, remember and repeat actions using facial expressions to show different characters.  To perform in unison creating shapes with a partner.  To be able to mirror a partner	To develop stopping goals.  To learn how to gain possession of the ball.  To develop an understanding of marking	To understand how to score in different target games using overarm throwing.  To develop understanding of different target games	when jumping in a long rope.  To develop individual skipping.  To take part in a circuit to develop	pressure.  Team Building To follow instructions and work with others.  To co-operate and communicate in a	dribbling a ball with your feet.  To develop control and technique when kicking a ball.  To develop co-
	and create ideas.  To copy, repeat and create actions in response to a stimulus.  To copy, create and perform actions considering dynamics.  To create a short dance phrase with a partner showing clear changes of speed.	an opponent.  To learn to apply simple tactics for attacking and defending.	using the skill of kicking.  To develop striking to a target.  To develop hitting a moving target.  To select an appropriate skill to play a game.	stamina and agility.  To explore exercises that use your own body weight.  To develop 'ABC,' agility, balance and co-ordination.	small group to solve challenges.  To create a plan with a group to solve the challenges.  To communicate effectively and develop trust.  To work as a group to solve problems.  To work with a group to copy and create a basic map.	ordination and technique when throwing and catching.  To develop control and co-ordination when dribbling a ball with your hands.
MFL	The Family	Clothes	The World Around Us (Space)	Animals and Home Environment	Leisure	Summer Holidays
Themed Days and Weeks	Black History Week	<ul> <li>Remembrance</li> <li>Anti-Bullying Week</li> <li>Safer Internet Day</li> </ul>	<ul> <li>Internet Safety         Week</li> <li>Story telling         week</li> </ul>	World Book     Day     Comic     Relief Day	<ul> <li>St. George's Day,</li> <li>Mental Health Awareness</li> </ul>	DT Week     Refugee     Week     Curriculum     enrichment



Class: 5 and 6

			Week • Sports Day	week  Money sense
				1