

## Year 5 Curriculum Overview 2026 -2027

| Term | English                                                                                                                                                                                | Maths                                                                                                  | Geography                                                                                         | History                                                                                        | Science                                                          | RE                   | Computing                                      | PE                                                                              | DT                      | Art                                  | Music                                                          |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|------------------------------------------------------------------|----------------------|------------------------------------------------|---------------------------------------------------------------------------------|-------------------------|--------------------------------------|----------------------------------------------------------------|
| 1    | Vehicle text- Curiosity<br>Outcome 1: space journey narrative<br>Outcome 2: Formal mission report<br><br><i>Space Non-fiction GR</i><br><br>Poetry Day                                 | Place value<br>Addition and subtraction<br>Statistics<br>Geometry                                      |                                                                                                   | What changed in Britain after the Anglo-Saxon invasion?<br>Viking visitor 20 <sup>th</sup> Oct | Earth, Sun, Moon                                                 | Christianity<br>God  | Systems                                        | Hockey<br><br>Swimming                                                          |                         | Water colours inspired by Jen Aranyi | Shaping Music (My best friend)                                 |
| 2    | Vehicle text- Farther<br>Outcome 1: Setting narrative<br>Outcome 2: letter to recount<br><i>Viking Boy novel</i>                                                                       | Multiplication and division<br>Fractions<br>Multiplication and area<br>Time                            |                                                                                                   | Were the Vikings raiders, traders or something else?                                           | Forces                                                           | Islam                | Video production                               | Orienteering<br>Swimming<br>Circuits (fitness)<br><br><i>Climbing Wall Trip</i> | Sewing                  |                                      | Unlocking vocal potential (Panto, Pandemonium, bells ring out) |
| 3    | Vehicle text- Milo imagines the world<br>Outcome: Diary (to recount)<br><br>Vehicle Text- A shelter for sadness<br>Outcome: Embracing emotions narrative<br><i>The Last Bear novel</i> | Place value and negative numbers<br>Addition and subtraction<br>Multiplication<br>Measures<br>Geometry | Why do oceans matter?                                                                             |                                                                                                | Galileo Scientist Study<br><br>Properties & changes of materials | Hindu Dharama        | Selection in physical computing<br>Programming | Gymnastics<br><br>Swimming                                                      |                         |                                      | Sounds dramatic (A spooky story project)                       |
| 4    | Vehicle Text- The promise<br>Outcome 1: Character narrative<br>Outcome 2: Bargain letter (to persuade)<br><br><i>Malamander novel</i>                                                  | Fractions<br>Geometry<br>Measurements<br>Statistics<br>Problem solving                                 | What is life like in the Alps?<br>(including Local area study – Stanley Park<br><i>Field trip</i> |                                                                                                |                                                                  | Christianity (Jesus) | Flat-file databases                            | Dance<br><br>Swimming                                                           |                         | Pop Art artist study                 | Decoding sound and notation (Heal the Earth)                   |
| 5    | Vehicle Text- The lost book of adventure<br>Outcome 1: survival narrative<br>Outcome 2: Survival guide (to explain)<br><i>The Highwayman GR</i>                                        | Place value<br>Measurement and statistics<br>Geometry<br>Addition and subtraction<br>Multiplication    |                                                                                                   |                                                                                                | Plant life cycles                                                | Christianity Church  | Introduction to Vector graphics                | Cricket<br><br>Swimming                                                         | Greek temples           | Carbon printing                      | Carnival time (Brazilian Samba drumming)                       |
| 6    | Vehicle Text- Greta and the giants<br>Outcome: Restoring the environment narrative<br>Vehicle Text- Wilma Rudolph<br>Outcome: Gratitude speech<br><br><i>Ancient Greek myths</i>       | Division<br>Fractions<br>Percentages<br>Statistics<br>Measurement                                      |                                                                                                   |                                                                                                | Animal life cycles                                               | Judaism              | Selection in quizzes                           | Athletics<br><br>Swimming                                                       | Food tech<br>flatbreads | Mask making                          | Music speaks (hip hop)                                         |

**Spelling is taught weekly using Ready Steady Spell**

**PSHE** is taught weekly following the [SCARF](#) scheme of work – we also have a visit from the Life Education Service to complement our PSHE lessons.

**Internet Safety** is taught each term using [Project Evolve](#) and [Common Sense Media](#), ensuring broad coverage of online safety. We also mark Safer Internet Day annually with a focused theme.