

Key Stage 2 - Long Term Plan 2024-25

Year 5 Maria Lea

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cross Curricular topic >	Amazing	Islands	Galaxy	Quest	Mumn	nified
Core texts	ROALD TWAS the Christmas Countin Blake Christmas		TONS MIDNICHT GARDEN		LOUIS S WINNER OF THE NEWBER * THER BC * IN * GIR BATH	E'S * A *

English

(Cambridge Curriculum)

A playscript, book and film of the same story - Compare playscript, book and film adaptation of same story . Study structure of playscripts and explore how characters and settings are developed. Collect vocabulary for own writing. Compare playscripts and scriptwriting for news reports, including the use of standard English in news report writing. Write own play script based on a well known traditional tale.

Persuasive texts - Compare persuasive texts with other non-fiction texts. Explore purpose, structure and language used. Write own persuasive texts. Vocabulary: modal verbs, prefixes and suffixes. Write persuasive leaflets and letters aimed at a particular audience.

Narrative poetry - Reading and discussing narrative poetry. How language and structure are chosen to convey particular moods. Use poetic devices gathered to write own narrative poems. Perform poems for different audiences.

Poems by significant poets - Read and discuss classic poems. Explore characters in poems. Vocabulary: homonyms, comparatives and superlatives, figurative language. Write own poetry.

Classic literature - Extend reading time, develop spelling, study characters and settings in Classic text (Tom's Midnight Garden). Explore idioms and their meanings. Write own short stories.

Explain it to me - Investigate structure and language features of explanatory information texts. Incorporate features into own writing. Develop listening and discussion skills. Explore different nouns and quantifiers. Investigate sentence types, use a variety of connectives and multi-clause sentences to improve the structure of writing. Prepare presentations explaining how or why something happens.

Recounts - non-fiction texts, formality and informality, how to locate information alphabetically. Use of apostrophes, writing for a specific audience. Recognising and using comparatives and superlatives in their writing. Finding facts and opinions in newspaper reports and writing news reports, for peers and younger audiences.

Stories by significant authors - Reading and analysing stories by significant children's writers then planning and writing stories.

Stories from different cultures - Reading, analysing and writing stories from a variety of different cultures. Incorporate a different viewpoint into own writing, develop structure, punctuate complex sentences and use pronouns appropriately.

Maths (Cambridge Curriculum)

Unit 5.1 Number:

- Place value
- Rounding
- Sequences

Unit 5.2 Time

- calculating time intervals
- 12 and 24 hour clock

Unit 5.3 Angles and shape

- Angles
- Triangles (plus area and perimeter)
- 3D shapes

Unit 5.4 Calculation

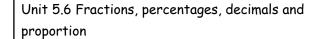
- Addition and subtraction
- Multiplication and division
- Estimating

Unit 5.4 Calculation

- Addition and subtraction
- Multiplication and division
- Estimating

Unit 5.5 Statistical methods

Unit 5.6 Fractions, percentages, decimals and proportion



Unit 5.7 Location and movement

Unit 5.8 Probability



Science
(Cambridge
Curriculum)

5.1 Life Cycles of Flowering Plants

Parts and functions, life cycle including pollination and germination, seed and fruit production, and dispersal.

Features of plants
that attract
pollinators, how
seeds disperse and
how plants are
adapted to survive in
different
environments.

5.6 Seasons and Adaptations of Plants and Animals

The Earth's place in the Solar System and how the orientation and orbit of the Earth affect the climate and seasons.
Research satellites and their place in the Solar System.

Processes of
evaporation and
condensation on
Earth: the
importance of our
atmosphere and how
the water cycle
ensures the survival
of living things.
'Pollution' and the
negative impact
humans have on our
environment.

5.4 The Digestive System

Learn about the digestive system of animals (including humans). They will understand the importance of an adequate, balanced diet and become aware of the health implications of a poor diet.

5.3 States and Properties of Matter

States of matter, changes of state and dissolving. It uses water as the main example. Learners will understand the particle model as a method to describe different states and learn about the processes involved in materials changing state. They will investigate how some dissolve in liquids, and be separated again, relating this to real life experiences.

5.2 Sound

Sound and how it moves through a medium, such as air or water, and is caused by vibrations at the sound's source.
Scientific idea of waves.

Learners will investigate making sounds and how the pitch and volume can be changed.

Ask scientific questions, choose equipment when doing an experiment and identify patterns in results.

5.5 Forces and Magnetism

Forces and how they act. Learners will be able to name forces. describe the situations forces are observed in and the actions that forces have. They will be able to describe how forces act in opposite pairs and that forces can be balanced or unbalanced in different situations. Force diagrams.

Magnetism, magnetic materials and how they differ from magnets and understand relative magnetic strength.

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Year 5 SOW and Assessment Planning Primary 2024-25				
	Adaptation of			
	animals living in			
	different			
	environments,			
	adaptations of			
	predator and prey	2000		
	animals.	1/direction re	JIM)	
	Classify animals:		• •	
	species.			
	Classify animals; develop a classification key to identify different species.	338		



History

National Curriculum(N C)

Amazing Islands

Explain how a significant individual contributed to international achievements. Charles Darwin

Explain how the life of a significant individual has impacted our lives today - Nelson Mandela

Place events, people and changes into correct periods of time.

Establish a broad chronological overview adding depth and detail, remembering key facts and dates and checking for accuracy.

Galaxy Quest

Explain how the lives of significant individuals contributed to the science of space.

Establish a broad chronological overview, adding depth and detail, remembering key facts and dates and checking for accuracy.

Explain the impact of a significant individual - Galileo.

Investigate a historical period and present thoughtfully selected information - the Space Race.

Appreciate bias in source materials and understand the importance of interpreting source information.

Investigate complex historical periods, presenting conclusions through thoughtful selection and organisation of historical information.

What the Dickens?

Apply historical vocabulary to a range of contexts, time periods and historical concepts.

Note the connections, contrasts and trends over time in two or more periods of history.

Ask valid questions about the cause and consequences of events SCHOOL

Describe the positive and negative impacts of an individual, event or period of history on modern society.

Mummified

Apply historical vocabulary to a range of contexts, time periods and historical concepts.

Establish a broad chronological overview adding depth and detail, remembering key facts and dates and checking for accuracy.

Note the connections, contrasts and trends over time in two or more periods of history.

Appreciate bias in source materials and understand the importance of interpreting source information.

Investigate complex historical periods, presenting conclusions through thoughtful selection and organisation of historical information.

		Appreciate bias in source materials and understand the importance of interpreting source information. Investigate complex historical periods, presenting conclusions through thoughtful selection and organisation of historical information	
Geography (NC)	Amazing Islands Use atlases and globes to describe geographical features of islands and identify how they have changed over time. Understand the impacts of a volcanic eruption. Describe key physical and human characteristics of countries around the world. Locate key topographical features. Identify and describe the geographical similarities and differences of different islands and understand how these affect how people live. Discuss the impact of tourism on the environment of an island. Discuss how human activity has impacted on a place (prison islands). Describe climate change and how it is affecting the Earth. Describe how human activity is contributing to climate change. Identify and explain how humans can reduce the impact of climate change. Discuss how human activity has impacted on or changed the physical and/or human features of a place over time.	Galaxy Quest Discuss how human activity has impacted on space exploration (satellites). To use fieldwork to observe, measure, record and present the human and physical features in the local area. To find out about the mountain ranges in the World and especially Spain. To learn how mountains were formed, why people live on mountains and how they make a living. Discuss how weather and climate change affect geographical features.	Mummified Appreciate the geographical similarities and differences of different places and how the physical and human geography of places affect how people live. Use maps, atlases, globes and digital/computer mapping to locate countries and describe their geographical features. Use four and six-figure grid references, symbols and keys to accurately identify and locate geographical features.

Year 5 SOW and Assessment Planning Primary 2024-25 Mummified D&T (NC) **Amazing Islands** Galaxy Quest Generate, develop, model and communicate Investigate and analyse a range of existing Select, use and combine a range of materials design ideas through cross-sectional and products considering audience and purpose (Sun according to their functional properties and exploded diagrams, prototypes, pattern dials). aesthetic qualities. pieces or computer-aided design (for an Generate, develop, model and communicate Understand and use mechanical systems in artificial island). design ideas through cross-sectional and products (for example, gears, pulleys, cams, levers and linkages). exploded diagrams, prototypes, pattern pieces or computer-aided design (build a rocket) Select, use and combine a range of materials according to their functional properties and aesthetic qualities. What the Dickens? Select, use and combine a range of materials according to their functional properties and aesthetic qualities. Apply understanding of how to strengthen, stiffen and reinforce more complex structures.

Art (NC)

Amazing Islands

Use painting techniques to create a specific mood and atmosphere.

Develop painting techniques considering the specific genre and effect e.g. brush strokes, colour choice, building up texture and choice of paint.

Develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.

Show an awareness of how drawings are created e.g. composition.

Identify primary, secondary, complementary and contrasting colours.

Mix and match colours to create atmosphere and light effects.

Galaxy Quest

Develop painting techniques showing an awareness of Pointillism.

Develop painting techniques considering the specific genre and effect e.g. brush strokes, colour choice, building up texture and choice of paint.

Develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.

Show an awareness of how drawings are created e.g. composition.

What the Dickens?

Create sketch books to record observations.

Carry out preliminary studies, trying out different media and materials and mixing appropriate colours.

Use sketch books to review and revisit ideas, identifying how ideas have changed and improved over time.

Develop a range of artistic techniques showing an awareness of a specific art genre or artist.

Work into prints with a range of media e.g. pens and paints.

Framed

Record observations in sketch books. Use sketch books to review and revisit ideas, identifying how ideas have changed and improved over time.

Carry out preliminary studies, trying out different media and materials and mixing appropriate colours.

Use dry media to make different marks, lines, patterns and shapes within a drawing.

Experiment with wet media to make different marks, lines, patterns, textures and shapes.

Use simple rules of perspective when drawing buildings and figures.

Use different techniques for different purposes i.e. shading or hatching within their own work.

Develop painting techniques considering the specific genre and effect e.g. brush strokes, colour choice, building up texture and choice of paint.

Develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.

Year 5 SOW and Assessment Planning Primary 2024-25 Use a graphics package to create and Show an awareness of how drawings are manipulate images. created e.g. composition. Combine and layer digital images for effect. Carve and sculpt materials using a range of finishing techniques to make 3d forms both Discuss and evaluate the ideas, methods and techniques of artists, craftspeople and realistic and abstract. designers including those working in different times and cultures. Choose appropriate materials and tools to make abstract forms. Explain how they have been influenced by the work of artists, architects or designers when Identify primary, secondary, complementary developing their work. and contrasting colours. Adapt and refine work in light of evaluations Mix and match colours to create atmosphere and review. and light effects. Develop a range of artistic techniques showing an awareness of a specific art genre or artist. Work into prints with a range of media e.g. pens and paints. Use a graphics package to create and manipulate images. Combine and layer digital images for effect. Discuss and evaluate the ideas, methods and techniques of artists, craftspeople and designers including those working in different times and cultures.

Year 5 SOW and Assessn	nent Planning Primary 2024-25	
		Explain how they have been influenced by the
		work of artists, architects or designers when
		developing their work.
		Adapt and refine work in light of evaluations
		and review.



Music (NC)	Beat/Rhythm	Beat/Rhythm	Beat/Rhythm	Beat/Rhythm	Beat/Rhythm	Beat/Rhythm
	Prepare, present and	Prepare, present	Prepare, present and	Prepare, present and	Prepare, present and	Prepare, present and
	practice:	and practice:	practice:	practice:	practice:	practice:
	· beat	• beat	• beat	· beat	· beat	• beat
	· quarter note	· quarter note	· quarter note	· quarter note	· quarter note	· quarter note
	· eighth notes	· eighth notes	· eighth notes	· eighth notes	· eighth notes	· eighth notes
	· ligature	· ligature	· ligature	· ligature	· ligature	· ligature
	· half note	· half note	· half note	· half note	· half note	· half note
	· accent	· accent	· accent	· accent	· accent	· accent
	· syncopated rhythm	· syncopated rhythm	 syncopated rhythm 	 syncopated rhythm 	 syncopated rhythm 	 syncopated rhythm
	• time signature -	· time signature -	• time signature - 3/4	• time signat <mark>ur</mark> e - 3/4	• time signature - 3/4	• time signature -
	3/4	3/4	· dotted half note	· dotted half <mark>n</mark> ote	· dotted half note	3/4
	· dotted half note	· dotted half note	· quarter note rest	· quarter not <mark>e</mark> rest	· quarter note rest	· dotted half note
	· quarter note rest	· quarter note rest	• sixteenth not <mark>es</mark>	· sixteenth n <mark>ot</mark> es	· sixteenth notes	· quarter note rest
	· sixteenth notes	· sixteenth notes	· ligature	·ligature	· ligature	· sixteenth notes
	· ligature	· ligature		•time signat <mark>ur</mark> e - 6/8	• time signature - 6/8	· ligature
			Melody	*		· tie/slur
	Melody	Melody	 Practice: reading 	Melody	Melody	
	· staff	• Prepare: scale	note names using	 Practice: reading note 	• Practice: reading note	Melody
	·letter names	• Present: fa, ti	letter names or	names using l <mark>et</mark> ter	names using letter	 Practice: reading
	· solfege smd, lsm, d	• Practice: note	solfege	names or solfege	names or solfege	note names using
	l,s	names				letter names or
	• Prepare: s,1,td	• Practice: notes of	Other ETF	Other	Other	solfege
	• Practice: note	C scale	· styles of music	· verse-chorus	· create rhythm rondo	
	names		• staccato, legato • accent	· fermata	· conduct 4/4 · pickup notes	Other
		Other	· verse-chorus	· legato · create movement	Pickup notes	• dynamics
	Other	• create	· unison ALMUÑE	· ostinato	Instruments	· create verses
	· tempo	accompaniment • practice: tempo	· create new verses A	· tempo terms	· orff arrangements	Instruments
	· verse-chorus	terms	· create ostinato	· melodic ostinato	· unpitched (u/p)	Percussion family
	meter movementmeasures	· create ostinato	· tempo	· concert manners	· violin and string	· Instrument
	· dance	· create	Tuetuumente		family	families
	· dynamics	movement/dance	Instruments	Instruments		 Woodwind

Year 5 SOW and Assessm	ent Planning Primary 2024-25					
	· tie	• Handel	 orff arrangements 	·orff arrangements	Themes	 String family
	· create sound		unpitched (u/p)	· unpitched (u/p)	· settlers	
	effects	Instruments		• spoons	 Jamaica 	Themes
	 create ostinato 	 orff arrangements 	Themes		· steel pan	 patriotic music
	· round,	· unpitched (u/p)	• French	Themes		
	· rondo	• Boomwhackers®	• Spanish	• water		
	· rhythm	 Woodwind family 	 Spanish and French 	·spring		
	composition	 sound effects 	birthday songs	 Scotland 		
				· Africa		
	Instruments	Themes		• Earth Day program		
	 orff arrangements 	• peace	ii 5 0 0	(integrated art		
	· unpitched (u/p)	• Japan	313	activity)		
	 Boomwhackers® 	• koto		• Easter gam <mark>e</mark>		
		• Hebrew		• French		
	Themes	• Handel				
	· fun song	Native American				
	· names	• Christmas				
	 Thanksgiving 					
	· spooky songs		**			
	· bats					
	• Spanish					
	· mariachi					

Computing (NC)

Switched On Computing Scheme published by Rising Stars and following EDUU Scheme.

The order of delivery may change during the year.

We Are Adventure Gamers (Galaxy Quest)

Creating an interactive adventure using presentation software

In this unit, pupils will learn:

- how to plan a non-linear presentation
- to create text as part of a presentation
- to add and edit images in a presentation
- to use hyperlinks for navigation between the slides of a presentation
- to record and add audio narration to a presentation
- to use commenting tools to give feedback on a presentation.

Resources:

Voice recorder, Google Workspace -Classroom, Docs. Slides

We Are Web Developers (Bloodhound)

Making sense of the internet and building a website

In this unit, pupils will learn:

- the name and function of components making up the school's network
- how information is passed between the components that make up the Internet
- what the source code for a web page looks like and how it can be edited
- how a website can be structured
- how to add content to a web page.

Resources:

Google Workspace -Classroom, Docs, Sites, Chrome

We Are Cryptographers (What The Dickens) Cracking Codes

In this unit, pupils will learn to:

- be familiar with semaphore and Morse code
- understand the need for private information to be encrypted
- encrypt and decrypt messages in simple ciphers
- appreciate the need to use complex passwords and to keep them secure
- have some understanding of how encryption works on the Internet.

Resources: OR ET E

Scratch, Google Workspace -Classroom, Docs

INTERNATIONAL

We Are Architects (Amazing Islands) Creating a virtual space

Creating a virtual space

In this unit, pupils will learn to:

- understand the work of architects, designers and engineers working in 3-D
- develop familiarity with a simple CAD tool
- develop spatial awareness by exploring and experimenting with a 3-D virtual environment
- develop greater aesthetic awareness.

Resources:

SCHOOL

SketchUp, Screen recorder, Google Workspace -Classroom, Docs

We Are Game Developers (Framed) Developing an interactive game

In this unit, pupils will learn to:

- create original artwork and sound for a game
- design and create a computer program for a computer game, which uses sequence, selection, repetition and variables
- detect and correct errors in their games
- use iterative development techniques.

Resources:

Google Workspace -Classroom, Chrome, Docs Scratch, microphones, audio recording

We Are VR Designers (Mummified) Experimenting wi

Experimenting with virtual and augmented reality

In this unit, pupils will learn to:

- explore real-world and imagined locations in VR
- create 360° photosphere images
- link physical objects to digital content using QR codes
- create their own VR scene
- program objects and interactions in VR.

Resources:

Google StreetView, Google Maps,Voice recording, CoSpaces, tablets, smartphones, Google Workspace -Classroom, Docs. Slides

Year 5	SOW and	Assessment	Plannina	Primary	2024-25
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PE	Basketball	Hockey	Football	Gymnastics and dance	Athletics	Cricket
	Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. Use running, jumping, throwing and catching in isolation and in combination.	Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. Use running, jumping, throwing and catching in isolation and in combination.	Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending. Use running, jumping, throwing and catching in isolation and in combination.	Perform sequences using a range of movement patterns. Develop flexibility, strength, technique, control and balance.	Develop flexibility, strength, technique, control and balance	Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.
PSHE	Readiness	Respect	Responsibilities	Resilience	Relationships	

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LUCTOR ET EMERGO

	essment Planning Primary 2024-25	1	1	1	T <u>-</u>	1
Spanish	UNIDADES:	CONCEPTOS:	UNIDADES:	CONCEPTOS:	UNIDADES:	CONCEPTOS:
Cultura						
	1) El relieve y el	-Conocemos los	3) ¿Cuántos somos y	-¿Dónde se localizan	5) Conocemos la	-La vida en el
	clima.	climas.	dónde vivimos?	España y Andalucía?	Prehistoria.	Paleolítico.
		-El relieve de		-¿Cómo se gobiernan		-La vida en el
	2) Protegemos los	España.	4) ¿Producimos de	España y Andalucía?	6) El mundo de la Edad	Neolítico.
	ecosistemas.	-El relieve de	forma responsable?	-¿Cómo se estudia la	Antigua.	-La vida en la Edad
		Andalucía.		población?		de los Metales.
		-Los climas de		-La población de España		-El arte se inventó
		España y de		y de Andalucía.		en la Prehistoria.
		Andalucía.	× 500	-¿Cómo se distribuye la		
		-¿Por qué hablamos		población?		-¿Qué ocurrió antes
		de cambio climático?	Serie Car			de los romanos?
				-¿Qué son las		-¿Qué conocemos de
		-Los medios		actividades		los griegos?
		acuáticos.		productivas?		-La llegada de los
		-Los medios		-Los sectores		romanos a la
		terrestres.		productivos de		Península.
		-La biodiversidad.	<u> </u>	Andalucía.		-¿Cómo vivían los
		-Cuidamos los		-¿Cómo transforman		romanos?
		ecosistemas.		las actividad <mark>es</mark> el		-iCuántas cosas
		-Los espacios		medio?		conservamos de los
		protegidos de		-Otra forma <mark>de</mark>		romanos!
		Andalucía.		producir.		
				-Consumimos con		
			PETE	responsabilidad.		
			CTOR ET E	MER		

	essment Planning Primary 2024-25			1	1	1
Spanish	1) En familia.	COMPETENCIA	5) ¿Nos unimos?	COMPETENCIA	9) iCuántas leyendas!	COMPETENCIA
Lengua	2) iTe lo regalo!	LECTORA:	6) ¿Demasiada tele?	LECTORA:	10) ¿Echamos una	LECTORA:
	3) ¿Cuánto cuesta?	-Los tres humanitos.	7) ¿Eso es verdad?	-Un monte para vivir.	carrera?	-Ingenio y valor.
	4) ¿Adónde vamos?	-El califa y el	8) ¿Queremos	-Las siete vidas del	11) ¿Qué lees?	-Hipómenes y
		pastor.	ciudad <mark>es más sanas</mark> ?	g <mark>ato.</mark>	12) ¿Puedes hacerlo	Atalanta.
		-Villancicos en pleno	m(0,0)	-El zorro hambriento.	cualquiera?	-El ratón del cómic.
		verano.		-Misterio en la ciudad.		-Una vocación
		-El viaje a China.				heroica.
				VOCABULARIO:		
		VOCABULARIO:		-Prefijos de lugar.		VOCABULARIO:
		-Campo semántico.	in - 4 4	-Los sufijos.		-Palabras simples y
		-Campo léxico.		-Sufijos par <mark>a f</mark> ormar		compuestas.
		-Los prefijos.	5.0	sustantivos.		-Las palabras
		-Prefijos de		-Sufijos par <mark>a f</mark> ormar		homónimas.
		negación.		adjetivos.		-Las siglas.
		,	MANA			-Los refranes.
		ORTOGRAFÍA:		ORTOGRAFÍ <mark>a</mark> :		,
		-Palabras agudas,		-Adjetivos c <mark>on</mark> v.		ORTOGRAFÍA:
		llanas y esdrújulas.	* -	-Verbos acab <mark>a</mark> dos en		-La j en los verbos.
		-Acentuación de		ger o gir.		-El punto y los puntos
		palabras agudas.		-Verbos con <mark>el</mark> sonido		suspensivos.
		-Acentuación de	752	B		-El punto y coma.
		palabras llanas.		-La y en los v <mark>er</mark> bos.		-División de palabras
		-Acentuación de	THE THE PARTY OF T			a final de línea.
		palabras esdrújulas.		GRAMÁTICA:		
		,	UCTOR ET E	-Numerales e		GRAMÁTICA:
		GRAMÁTICA:	CTO	indefinidos.		-El adverbio.
		-El sintagma nominal.	1,0	-El verbo.		-Preposiciones,
		-Los pronombres		-El número y la persona		conjunciones e
		personales.	AT MILINE	de los verbos.		interjecciones.
		-Los demostrati <mark>vos.</mark>	ALMUNEO	-Los tiempos <mark>verbales</mark> .		-La oración y sus
		-Los posesivos.	INTERNATIONA	LSCHOOL		clases.
				LITERATURA:		-El sujeto y el
		LITERATURA:		-Las obras líricas. La		predicado.
		-Los textos		rima.		
		literarios.				LITERATURA:

year 5 50W and Assessm	nent Planning Primary 2024-25	-Las obras narrativas.		-La medida de los versos.	-Las obras teatrales. -Los recursos literarios.
Opportunities for Possible Visits			Second	5857	

