

**Yearly Curriculum map 2018- 19**

**Year group: 5**

	Topic History/Geography	Lead Text	Genre/ Text types to be covered	Science Unit KCC	PE	RE	PSCHE
1	The Anglo Saxons History	Beowulf – Michael Morpurgo	Setting description – mead-hall Hero description Persuasive letter to be one of Beowulf’s 14 warriors Diary entry (assessed piece) – journey across the sea, meeting Hrothgar, feelings about fighting Grendel Story writing – children’s own myth Story writing – children’s own myth	Properties and changes in materials	Invasion games – Netball Fundamental movement skills/gymnastics Swimming	Christianity – worship, sacred places, different denominations, styles of worship and symbols.	Me and Keeping Safe
2	The Anglo Saxons History	Beowulf – Michael Morpurgo	NCR – Sutton Who? Instructions – How to kill a dragon Newspaper article (2 weeks?) – Dragon attack Biography - Beowulf’s life Poetry – Dragon poems	Forces	Invasion games - hockey  Gymnastics/ dance – linked to Anglo Saxons.	Christianity – religion, family, celebrations and community, famous Christians	Me and making a positive contribution
3	USA  Geography	TBC	Non-chronological report Persuasive advert Letter recount Balanced argument Persuasive writing Fictional writing	Earth and Space	Invasion games – football  Sports leadership skills Trigolf	Judaism – worship Teachings and Authority	Me and Medicines and drugs

4	USA Geography	TBC	Setting description Explanation Balanced argument Persuasive writing Fictional writing	Earth and Space	Invasion games – rugby  Invasion games – basketball	Christianity - Living a good life Easter Symbols and religious expression	Me and my healthy lifestyle
5	Mountains Geography	TBC	Fiction NCR Letters  Fiction	Living things and their habitats	Striking/fielding games – rounders  Swimming Fitness Training	Sikhism transition unit	Me and relationships
6	Vikings History	TB	Newspaper Persuasion Fact-file/ Biography Recount Instructions	SRE unit Animals: including humans	Athletics  Net/wall games – tennis	Sikhism transition unit	Me growing and changing