

Computing

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

History

The achievements of the earliest civilizations - an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China

Geography

Locational knowledge

✦ locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities

Place knowledge

✦ understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America

Human and physical geography

describe and understand key aspects of:

- ✦ physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle
- ✦ human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

Science - Animals, including humans

Pupils should be taught to:

- describe the changes as humans develop to old age.

WOW!

Make a Mummy/Manchester Museum

Code-Breakers?

Paint name in hieroglyphics

Year 5 Autumn 2

Egyptians/Shang Dynasty
of Ancient China

English - Diary entries

- The Time Travelling Cat
Julia Jarman

Maths

- 3d shapes- building nets
- Alternative number systems