

	History	Science	Art and Design	Design Technology	Computing
Programme of Study	<p>Study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.</p>	<p>Use test results to make predictions to set up further comparative and fair tests.</p> <p>Report and present findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations.</p> <p>Identify scientific evidence that has been used to support or refute ideas or arguments.</p> <p>Describe the life process of reproduction in some plants and animals.</p> <p>Describe the changes as humans develop to old age.</p> <p>Know key facts about puberty and the changing adolescent body, particularly from age 9 through to age 11, including physical and emotional changes.</p> <p>Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs.</p> <p>Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Learn about great artists, architects and designers in history.</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p>	<p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>

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Year 5 Learning Intention (skills)	<p>Create an in-depth study of an aspect of British history beyond 1066</p>	<p>Describe the changes as humans develop from birth to old age.</p> <p>Use relevant scientific vocabulary to report on their findings, answer questions and justify their conclusions based on evidence collected, identify improvements, further questions and predictions.</p> <p>Gather and record data and results of increasing complexity, selecting from a range of methods (scientific diagrams, labels, classification keys, tables, graphs and models).</p> <p>Use relevant scientific vocabulary to report on their findings, answer questions and justify their conclusions based on evidence collected, identify improvements, further questions and predictions.</p> <p>Describe the changes as humans develop from birth to old age.</p> <p>Plan and carry out a range of enquiries, including writing methods, identifying variables and making predictions based on prior knowledge and understanding.</p>	<p>Produce creative work on a theme, developing ideas through a range of preliminary sketches or models.</p> <p>Investigate and develop artwork using the characteristics of an artistic movement.</p> <p>Explore and create expression in portraiture.</p> <p>Produce creative work on a theme, developing ideas through a range of preliminary sketches or models.</p> <p>Create, select and combine a range of texts, images, sound clips and videos for given purposes.</p>	<p>Select and combine materials with precision.</p>	<p>Create, select and combine a range of texts, images, sound clips and videos for given purposes.</p> <p>Use sensing tools or apps for an investigation and interpret the findings.</p> <p>Apply computing skills to create content using unfamiliar programs or apps.</p>

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Year 5 Knowledge	<p>Key aspects of British history include the rise, fall and actions of the monarchy; improvements in technology; exploration; disease; the lives of the rich and poor and changes in everyday life.</p>	<p>The results are information, such as measurements or observations, that have been collected during an investigation. A conclusion is an explanation of what has been discovered using evidence collected.</p> <p>Humans reproduce sexually, which involves two parents (one female and one male) and produces offspring that are different from the parents.</p> <p>Humans go through characteristic stages as they develop towards old age. These stages include baby, infant, toddler, child, adolescent, young adult, adult and senior citizen. Puberty is the transition between childhood and adulthood.</p> <p>Data can be recorded and displayed in different ways, including tables, bar and line charts, classification keys and labelled diagrams.</p> <p>A method is a set of clear instructions for how to carry out a scientific investigation. A prediction is a statement about what might happen in an investigation based on some prior knowledge or understanding.</p>	<p>Preliminary sketches and models are usually simple line drawings or trial pieces of sculpture that are created to explore ideas and techniques and plan what a final piece of art will look like.</p> <p>Artistic movements include Expressionism, Realism, Pop Art, Renaissance and Abstract.</p> <p>A portrait is a picture of a person that can be created through drawing, painting and photography. Artistic movements or artists that communicate feelings through portraiture include the Expressionists.</p>	<p>Materials should be cut and combined with precision. For example, pieces of fabric could be cut with sharp scissors and sewn together using a variety of stitching techniques.</p>	<p>Creating, selecting and combining a range of texts, images, sound clips and videos for given purposes could include creating a web page, slide show presentation, short film or an animation.</p> <p>Sensing tools or apps have features that can be used for an investigation and the findings can be interpreted. For example, a sound sensor or app can be used to investigate the pitch of instruments.</p> <p>Using prior knowledge and experience of computing skills can be applied to create content using unfamiliar programs or apps.</p>