Year 5 Curriculum Overview - Term 4, 2025





Religious Education

Students will investigate the following concepts:

- The signs, symbols, rituals, prayers and practices of the Liturgical Church
- The significance of liturgical signs, symbols, colours, rites and sacraments in the past and present Church
- They will participate in communal prayer and use symbols and rituals when planning prayers liturgies
- Parables and their meanings.

English

In Reading and Viewing, students will students will continue to study *The Last Bear* and *Poetry*, learning to:

- Read accurately and fluently using knowledge of text structures and language, and by monitoring comprehension to build meaning
- Respond to queries by evaluating the information and ideas in a text to demonstrate and support comprehension
- Recognise how figurative language enhances meaning
- Read aloud with fluency and expression.

In Writing, students will learn the following skills:

- Create a persuasive letter / text using paragraphs with clear, coherent transitions
- Use and revise persuasive devices to strengthen an argument
- Recognise how figurative language enhances meaning
- Understand how vocabulary is used to express greater precision of meaning, including through the use of specialist and technical terms.

In Term Four, the students will continue the weekly SMART spelling approach, using syllable, letter and sound strategies.

Spelling sounds and rules in focus				
Week 1	Week 2	Week 3	Week 4	Week 5
'ar' and 'ough' making the sound 'or'	CAMP	Past tense	'y' making the sound 'e' as in pony	The prefixes uni,bi and tri
Week 6	Week 7	Week 8	Week 9	Week 10
'a' as in swan	'e' as in me	'a' as in zebra	homophones	revision week

In Speaking and Listening, students will learn the following skills:

- Use precise vocabulary
- Select language for social purposes and roles to clarify meaning and make connections.
- Select language for a specific purpose
- Use appropriate features of voice and gestures.

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Mathematics

In Number, students will learn the following skills:

- Recognise that 100% represents the complete whole
- Use percentages to describe, represent and compare relative size
- Connect familiar percentages to their decimal and fraction equivalents
- Represent common percentages and connect them to their fraction and decimal equivalents.

In Measurement, students will learn the following skills:

• Estimate, construct and measure angles in degrees, using appropriate tools, including a protractor, and relate these measures to angle names.

In Space, students will learn the following skills:

- Translations, reflections and rotations of shapes.
- Recognise what changes and what remains the same, and identify any symmetries.

In Probability, students will learn the following skills:

- Conduct repeated chance experiments
- List the possible outcomes, estimate likelihoods and make comparisons between those with and without equally likely outcomes.

Wellbeing

Students will learn about the following concepts:

- Problem solving and conflict resolution strategies within the Resilience, Rights and Respectful Relationships program
- AI, influencers, information credibility and how to navigate unsafe situations online through an Inform and Empower webinar.

Inquiry Learning

Media Arts - 'How do movies tell stories?'

Students will learn about the following concepts:

- Filmmakers use camera angles, sound, and editing to shape meaning in a story
- Ways setting, character, and action communicate ideas and emotions
- Collaboration and planning help bring a movie idea to life
- How filmmakers make choices to connect with and influence their audience
- Different cultures and perspectives about how stories are told through film.

Digital Technologies

Students will learn the following skills:

- Conduct research safely and effectively for Inquiry and Religious Education projects
- Use Hapara Workspaces to complete tasks and access learning materials.

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Performing Arts

Students will learn the following skills:

- Read music notes and play them accordingly on instruments (xylophone/glockenspiel)
- Maintain the tempo of a piece of music when playing with as whole group
- Rehearse and perform as part of an ensemble for their peers
- Identify how music can be used to enhance storytelling
- Select appropriate instruments to create a melody to accompany a picture storybook
- Match the pitch of notes that they hear in a song
- Sing and rehearse the melody of a song
- Sing with clear diction
- Understand the difference between projecting their voice when singing and shouting.

Visual Art

Students will learn the following skills:

- Explore working with printing foam to carefully carve designs
- Ensure designs are carved deeply enough that they will print effectively
- Use paint and rollers to print their design onto paper
- Explore layering colours to add depth to their printed artworks
- Consider scale and proportions when drawing and combining images
- Select contrasting and complimentary colours when colouring.

Physical Education

Students will learn the following skills:

- Practise key spikeball skills including serving, spiking and drop shots
- Predict and test the effectiveness of offensive and defensive tactics during gameplay
- Use feedback and reflection to improve skill accuracy and consistency
- Develop and refine stick-handling, passing, and defensive positioning skills in hockey
- Apply movement strategies such as leading, marking and teamwork in small-sided hockey games
- Demonstrate teamwork, communication and leadership throughout both units.

Italian

Students will learn the following skills:

- Learn the name of 2D shapes in Italian
- Use 'lati' and 'angoli' to say how many sides and angles the shapes have
- Follow a set format to write about shapes in Italian
- Create a crossword puzzle, giving clues in Italian about 2D shapes
- Read clues in italian to name the 2D shape
- Read instructions to complete an activity on 2D shapes
- Watch a video explaining how to use shapes to draw pictures
- Use shapes to draw a robot
- Work on a Project- Design a floor plan of a house and use shapes to draw items in different rooms and label all rooms in Italian.