

Creative Arts

Music – Dancing in the Street

To play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression & to improvise and compose music for a range of purposes.

Art – Start with Art week to improve their mastery of art and design techniques through;

Sculpture – use Modroc to create an otherworldly creature;

Printing – use foam to create a print inspired by nature;

Drawing & Painting – create a group landscape using mixed media.

Computing

Coding: To explain that coding is how computer programs are created.

To navigate around the 2Code interface, dragging and dropping code blocks and running code.

To use a timer to make characters repeat actions.

To explore the use of the repeat command and understand how this differs from the timer.

To introduce If statements to allow selection in a program.

To understand what a variable is in programming and explore number and string variables.

PSHE

Mindfulness: Focus for Learning. The practice of mindfulness teaches students how to pay attention, and this way of paying attention enhances both academic and social-emotional learning. Mindfulness will help children to organise tasks, manage time, set priorities and make decisions. Children (including those diagnosed with stress-related disorders) can benefit from learning to focus their attention, becoming less reactive and more compassionate with themselves and others.

Trips/Visitors

Choir - Young Voices

Y5 – Cycling proficiency

Y6- Water sports

PE

Games – Cricket

PE – Dance

Communication Language and English

Children will write a suspense story in the 3rd person with a moral in the tale.

SPaG features covered will include;

Prepositional phrases, Expanded noun phrases, Relative clauses, Subordinating clauses and Suspense techniques

DT

Children will design and make Viking shields by;

-developing, modelling and communicate their ideas;

-use construction materials, according to their functional and aesthetic qualities;

-evaluate their product to improve their work.

Victorious Vikings

Year 5/6

Mrs Jones & Mr Vaughan



Knowledge and Understanding of the World

History: Children will;

-Understand the Viking and Anglo-Saxon struggle for the kingdom of England up to Edward the Confessor.

-Be able to address historically valid questions about change, cause, similarity and difference and significance by learning about some Anglo-Saxon kings, how they influenced Britain and how they fought against the Vikings.

Human Geography: Children will;

-Understand types of settlement and land use, economic activity, trade links, and natural resources during the time of the Viking raids.

Science

Animals including humans. Children will;

-identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood;

-recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function

-describe the ways in which nutrients and water are transported within animals, including humans

Problem Solving, Reasoning and Numeracy

Y5 - Area & Perimeter - Children will; Calculate the perimeter of composite rectilinear shapes; make connections between arrays and calculating the area of rectangles; calculate the area of rectangles and squares including making an estimate for shapes that are not rectangles.

Properties of Shapes – children will; identify shapes from nets, use a protractor to measure and draw acute, obtuse and reflex angles; identify and find angles at a point including on a straight line; use the properties of rectangles to find missing lengths and angles.

Y6

Arithmetic – Children will revise place value knowledge, four operations of addition, subtraction, multiplication and division including with decimals, fractions, powers, percentages and the order of operations (BIDMAS).

Problem Solving – Children will gain as much experience as possible across mathematical concepts in different contexts, including money, time, decimals, shape problems and algebra.

Maths Games – Practical games involving real life mathematical situations, including reading timetables, money and time.

RE

Gospel: How do Christians decide how to live? What would Jesus do? Children will;

- identify features of Gospel texts (for example, teachings, parable, narratives);
- take account of the context, suggest meanings of Gospel texts studied, and compare their own ideas with ways in which Christians interpret biblical texts;
- make clear connections between Gospel texts, Jesus' 'good news', and how Christians live in the Christian community;
- make connections between Christian teachings (e.g. about peace & forgiveness) and the issues, problems and opportunities in the world today;
- Articulate their own responses to the issues studied, recognising different points of view.