

English

Study Middeworld.

Discussion Text

To distinguish and discuss any texts which seem to be trying to present a more balanced or reasoned view, or which explore more than one possible perspective on an issue.

To experiment with the presentation of various views through discussion, debate and drama.

Explanation Text

To research and plan a page for a reference book on one aspect of a class topic.

To plan, compose, edit and refine explanatory texts, using reading as a source, focusing on clarity, conciseness and impersonal style.

Instructional Text

To identify sets of instructions which are for more complex procedures, or are combined with other text types.

To write a set of instructions and test them out on other people, revise and try them out again.

Narrative

To look for evidence of characters changing during a story and discuss possible reasons.

To look for evidence of differences that will affect the way that characters behave or the plot unfolds.

Non-Chronological Report

To collect information to write a report in which two or more subjects are compared.

To draw attention to the precision in the use of technical terminology.

To plan, compose, edit and refine short non-chronological comparative report focusing on clarity, conciseness and impersonal style.

Persuasion

To select and evaluate a range of texts, in print and other media, on paper and on screen, for persuasiveness, clarity, quality of information.

To collect and investigate use of persuasive devices.

To construct an argument in note form or full text to persuade others of a point of view.

To understand how persuasive writing can be adapted for different audiences and purposes.

Poetry

To explore imagery including metaphor and personification.

To vary pitch, pace, volume, expression and use pauses to create impact.

To write free verse; use or invent repeating patterns; attempt different forms, including rhyme for humour.

Recount

To identify the features of recounted texts.

To write recounts based on the same subject or a historical event for two contrasting audiences such as a close friend and an unknown reader.

Geography

The Mayans

To locate the Mayan area in a world context.

To identify the geographical features of the area.

To compare the highlands and lowlands in terms of geographical features.

To discover the impact of these geographical features on climate and how people lived their lives.

Mathematics

Decimals

To recognise and write decimal equivalents to any number of tenths or hundredths.

To find the effect of dividing a one- or two-digit number by 10 or 100, identifying the value of digits in the answer as ones, tenths and hundredths.

To solve simple measure and money problems involving fractions and decimals to two decimal places.

To convert between different units of measure.

Properties of Shapes

To identify 3-D shapes, including cubes and other cuboids from 2-D representations.

To use the properties of rectangles to deduce related facts and find missing lengths and angles.

To distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

To know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.

To draw given angles and measure them in degrees.

To identify: angles at a point and one whole turn, angles at a point on a straight line and $\frac{1}{2}$ a turn other multiples of 90°

Position and Direction

To identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

Converting Units

To convert between units of metric measure.

To understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.

To solve problems involving converting between units of time.

Volume

To estimate volume and capacity.

To use all four operations to solve problems involving measure.

PSHE

Drugs, alcohol and tobacco education

To learn about the risks associated with smoking drugs, including cigarettes, e-cigarettes, shisha and cannabis.

To learn about different influences on drug use – alcohol, tobacco and nicotine products.

To learn strategies to resist pressure from others about whether to use drugs – smoking drugs and alcohol.

Careers, Financial Capability and Economic Well Being

To learn that money can be borrowed but there are risks associated with this.

To learn about enterprise.

To learn what influences people's decisions about careers.

Science

Growing Up and Growing Old

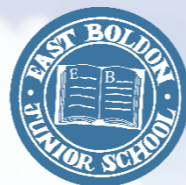
To describe the changes as humans develop to old age.

Amazing Changes

To demonstrate that dissolving, mixing and changes of state are reversible changes.

To explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda.

Summer Term Year 5 Mayans!



Music

Music Service

Dancing in the Street

To breathe in the correct place when singing.

To maintain my part whilst others are performing their part.

To improvise within a group using melodic and rhythmic phrases.

To change sounds or organise them differently to change the effect.

To compose music which meets specific criteria.

To use notation to record groups of pitches (chords).

To use my music diary to record aspects of the composition process.

To choose the most appropriate tempo for a piece of music.

To describe, compare and evaluate music using musical vocabulary.

To explain why I think music is successful or unsuccessful.

To suggest improvement to my own work and that of others.

To contrast the work of a famous composer and explain my preferences.

French

Où vas-tu en vacances? Where are you going on holiday?

To say where I go on holiday.

To ask others where they go on holiday.

To talk about tourist attractions in Paris.

To explain where some French cities are located.

To explain which countries surround France.

To explain which countries are French-speaking.

To say the points of the compass in French.

RE

Northern Saints

To explore the stories of St Cuthbert, St Aidan, Venerable Bede and St Hilda.

To consider how their faith affected their lives.

To understand their significance then and now.

History

The Mayans

To timeline the Mayan Civilisation.

To learn about Mayan writing, mathematics and astronomy.

To locate Chichen Itza.

To explain the impact the Mayans had on the world.

Art

Design for a Purpose

To design a coat of arms by selecting and placing imagery appropriately within a shape.

To know what a coat of arms is and how symbols represent a person.

To understand the context of design throughout human history.

To know that a design requires both planning and purpose.

To work collaboratively to a design brief.

To know that designers start with ideas and rough drawings before finalising their designs.

To understand the work of an important British design team.

To work collaboratively to a design brief and present ideas and designs clearly in a visual format.

To know that designs can be reviewed and modified as a project develops.

To understand how advertising, words, USP and packaging help to sell a product and to give it an identity.

To work collaboratively, knowing that designers work in teams.

To investigate and understand the use of language when naming a design product.

To design a product based on a word.

To work in a team to create and then "sell" a product idea to a client.

To know that products have USP.

To communicate through spoken and visual language to 'sell' a product.

PE

Athletics

To select and apply the best pace for a running event.

To exchange a baton with success.

To perform jumps for height and distance using good technique.

To show accuracy and good technique when throwing for distance.

To lead a small group through a short warm-up routine.

Net Games

To develop a wider range of skills and begin to use these under some pressure.

To select and apply preferred skills with increasing consistency.

To understand the need for tactics and make decisions about when best to use them.

To play doubles cooperatively with a partner.

To demonstrate good footwork to cover a court space in a game situation.

Striking and Fielding

To strike a bowled ball after a bounce with increasing accuracy.

To begin to develop a wider range of skills and use these under some pressure.

To use tactics effectively in a competitive situation.

Outdoor and Adventurous

To reflect on when and how they were successful at solving challenges and alter methods in order to improve.

To work effectively with a partner and a small group, sharing ideas and agreeing on a team strategy.

To use critical thinking to approach a task.

To navigate around a course using a map.

DT

Food – What could be healthier?

To know that beef is the name of meat from cattle.

To know how beef is reared and processed.

To understand the ethical issues around the way in which cattle should be farmed.

To know what foods make up a balanced diet.

To know how a recipe can be adapted to make it healthier.

To use keywords to research for alternative ingredients for a well-known dish.

To suggest healthy substitutions and additions to a recipe.

To know that the nutritional value of a recipe alters if you remove, substitute, or add additional ingredients.

To calculate and comparing two adapted Bolognese recipes using a nutritional calculator.

To write an amended method for a recipe to incorporate changes to the ingredients.

To use equipment safely, including knives, hot pans, and hobs.

To know how to avoid cross-contamination.

To carefully follow a method to make a recipe.

To learn to chop vegetables.

To design appealing packaging that reflects a recipe.

Mechanical Systems – Making a Pop-up Book

To learn that input is the motion used to start a mechanism.

To learn that output is the motion that happens because of starting the input.

To know that mechanisms control movement.

To design a book made up of; a front cover, four pages and a mixture of structures and mechanisms.

To use paper, card, and glue to make the book structure.

To make mechanisms and/or structures as detailed in the design template by using sliders, pivots and folds to produce movement.

To complete the mechanisms and structures as detailed in the design template.

To make the book look neater and more attractive by using layers using spacers to hide relevant parts of the mechanisms.

To complete the surface decoration of the pop-up book by adding the story through pictures and captions.

To consider the preferences and needs of the user.

To know that good quality making should be neat, accurate and securely assembled.

Computing

Sonic Pi

To tinker with Sonic Pi.

To create a programme that plays themed music.

To plan a soundtrack programme.

To programme a soundtrack.

To programme music.

Search Engines

To understand what a search engine is and how it can be used.

To be aware that not everything online is true.

To search effectively.

To create an informative poster.

To understand how search engines work.