

# YEAR 5

Spring 1 - 2018

## Starting Point:

Mystery bag with revolutionary inventions

**Visit:** Entrepreneur week (in school)

### PSHE

**LIVING IN THE WILDER WORLD** linked to Entrepreneur Week

#### Money Matters

- To learn how finance plays an important part in people's lives;
- To learn about 'interest', 'loan' and 'debt';
- To learn about money management;
- To become a critical consumer;
- To learn about the skills that make someone 'enterprising';

#### Taking care of the environment

- To learn about different kinds of responsibilities, rights and duties;
- To learn about the varied institutions that support communities locally;
- To learn about the role of voluntary, community and pressure groups;
- To learn about lives of people living in other places;
- To learn about the allocation of the earth's resources.

### DT

linked to Entrepreneur Week

- To investigate products/images to collect ideas
- To sketch and model alternative ideas
- To record ideas using annotated diagrams
- To make prototypes
- To join materials using appropriate methods;
- To reflect on their work using design criteria stating how well the design fits the needs of the user

### MUSIC

**Music's cool programme – bms**

#### Ukulele

- To play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- To listen with attention to detail and recall sounds with increasing aural memory.
- To use and understand staff and other musical notations.

### ENGLISH

To read, discuss and listen to a wide range of poetry and fiction texts (**Stories from other cultures -Instructions**). To plan, draft and write by composing and rehearsing sentences orally (including dialogue), building a varied and rich vocabulary and using sentence structures. (Handwriting + GPAS activities + guided reading)

**CORE TEXT:** *Dear Ollie* by Michael Morpurgo

### COMPUTING

**We Are Game Developers**

- To plan a game;
- To learn about; programming
- To debug a programme;
- To write instructions.

# Eureka!

### SAFEGUARDING

- To learn about money management to meet Oone's needs;
- To learn about recycling and how to look after the environment and well-being.

### MATHEMATICS

#### Numbers

Number and fractions and data

Reasoning and Problem Solving

Daily Passport Challenge

### HISTORY

To give some reasons for some important historical events (inventions) and impact on society.

### SCIENCE

#### Materials

- To compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets;
- To recognise that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution;
- To record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs;
- To use test results to make predictions to set up further comparative and fair tests;
- To 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.

### ART

#### PEOPLE IN ACTION

- To use a graphics package to create and manipulate new images.
- To be able to import an image (scanned, retrieved, taken) into a graphics package

### MFL

#### I am a creator

- To learn, read, write and use key words and phrases related to inventions.
- To learn about noun gender (feminine, masculine) and the use of the determiners (le, la, un, une...)
- To describe and compare objects using adjectives

### PE

#### RUGBY & GYMNASTICS

- To play competitive games, and apply basic principles suitable for attacking and defending.
- To develop flexibility, strength, technique, control and balance.