

Upper Key Stage Two

Year 5 and 6



We will blast off into outer space with this exciting and informative cross-curricular topic. We will learn about the Solar System, find out about the history of space exploration, explore the life of astronauts and use our creativity to create artwork, models and music. A whole galaxy of knowledge and learning at our finger tips!



Design and Technology

With our outdoor areas filled with our very own sundials, this year promises to work like clock work! We will continue to use our designing, making and evaluating skills to produce high quality spaceship models and sundials. We will also put our evaluation skills to the test as we explore and evaluate the market, ensuring our Christmas wrapping paper is up to standard and made to the best of our ability.

Science

From the soil and rocks beneath our feet to our connection to the Moon and Sun, the story of Earth is a fascinating one — with most of what is known about the Earth being gathered through observation and interpretation. Class 3 will make careful observers of their surroundings, and try to make sense of their world and the solar system we are a part of.

History

As Historians we will build a timeline of space exploration, including notable achievements, first accomplishments and major events in humanity's exploration of outer space. Our Key Historian focus will be Capability Brown.



Music

As a group of composers we will use a range of instruments, which we have shown great progression in throughout our time in Key Stage 1 and 2, to create atmosphere through use of pitch and tempo to accompany a spaceship gliding through space. We will also have a focus on the composer Gustav Holst's and his piece *The Planets* written from 1912–1914.

PSHE

We will listen to the other person's point of view and expect to be listened to. Throughout discussions we will understand that it is okay for us to disagree with another person's point of view but we will not judge anyone, make fun of anyone, or put anyone down. We will 'challenge the opinion not the person'.



Art

Through exploration of world origami, we will learn lessons of different cultures, as well as developing our fine motor skills in producing an origami star. We will also use our sketchbooks to review and revisit ideas to improve our mastery of art and design techniques, when making our own fictional planet through a range of media.



PE

It is essential that children learn about the principles and skills of water safety and survival, which is why our Year 5 and 6 children will be partaking in swimming this term.

Miss Alderslade will also be joining us, ensuring the children are challenged, showing progress ready for our Partnership competitions.

In preparation for our Christmas Performance, we will also have specialists coming in to ensure the children put together a show stopping performance, to the best of their ability!



Computing

We will select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals such as producing a biography and programming the Codebugs. We will also be continuously reviewing how to stay safe online when using the internet.

RE

We will be comparing creation stories with the Big Bang theory and why there are different explanations of how the world began. In Autumn 2, we will be sharing learning surrounding Christmas, light and incarnation.



French

First and foremost, learning French is the pleasure of learning a beautiful, rich, melodious language, often called the language of love. French is also an analytical language that structures thought and develops critical thinking, which is a valuable skill for discussions and negotiations.



Geography

Class 3 will extend their knowledge and understanding beyond their local area, to include the location and characteristics of a range of the world's most significant human and physical features. They will develop their use of geographical knowledge, understanding and skills to enhance their locational and place knowledge.

