

Literacy: Animals - Jabberwocky

Big Writes:

Non chronological Reports:

Chn will be writing formal non-chronological reports regarding animals.

Narrative Poetry:

Chn will be writing their own narrative poems. This will also link in with our theme for book week.

Cross Curricular Links:

Science: Animals including Humans

Geography: Enough for Everyone

Book Week

Guided Reading: The Wonder Garden

PSHE/ SMSC: Money Matters

- To explain some financial risks we might encounter and can discuss how we can avoid them.
- To understand how retailers try to influence our spending.
- To understand what 'value for money' means and can explain how we can tell if things are good value.
- To explain why we need to budget and how to make one.
- To explain why people borrow money.
- To explain what tax is and why we need to pay it.

Art: North American

- To know about the artists John Singer Sargent, Jean-Michel Basquiat, Mary Cassatt and Helen Frankenthaler
- To make a landscape collage
- To know about the photographer Ansel Adams.
- To paint an abstract picture.
- To build a toy house
- To know about the architect Frank Lloyd Wright
- To make a 'reading picture'.

DT: Marbulous Structure

- To investigate free standing structures.
- To apply their understanding of structures
- To use a wider range of tools and equipment to perform practical tasks accurately
- To develop a range of practical skills to create bends
- To select from and use materials and components to make a marble run.
- To evaluate and improve their design and technology work.

Special days/ trips: National Space Centre, Book Week, STEM Week

RE: Islamic acts of worship and their significance:

Arkanul Islam: Identify how the 5 pillars are connected and supportive of the Muslim way of life.

Asmaa'ullah: To analyse the meanings of the names of Allah. Students to know the core teachings of Muhammad about Allah. And study one name of Allah;

Al Shakoor: The Grateful One; Study the Hadeeth on the Night of Jazaa

Computing: Using and Applying Skills

To research and design a new bedroom using appropriate software to create and present the plans.

To use search engines safely and effectively to research ideas.

To use and combine appropriate software to draw and design room plans and other features.

To use and combine software to present information in different ways.

Arabic: School Life

Children will understand and apply basic grammar rules, read and show understanding of basic phrases, speak in sentences and engage in conversations in the context of school, classroom objects and school subjects.

TOPIC: YEAR 5
Animals - Jabberwocky
Term: Spring 2

History: The Shang Dynasty

To explain when and where the Shang dynasty was in existence and describe features of its location.

To use archaeological evidence to draw conclusions about what life was like in the Shang dynasty and present my findings.

To describe how the social hierarchy of the Shang dynasty was organised and To explain some of the religious beliefs and practices of the people from the Shang dynasty.

To know about the discovery, purpose and significance of oracle bones.

To examine a range of artefacts to find out about life in the Shang dynasty.

To explain who Fu Hao was and why the discovery of her tomb was significant.

Science: Animals including Humans

- To describe the stages of human development
- To explain how babies grow and develop.
- To identify the changes that take place in old age.
- To record complex data using graphs and models.
- To report findings from enquiries.

Geography: Enough for Everyone

- To be able to explain what settlers need.
- To be able to explain how electricity is generated and distributed.
- To understand where electricity is generated in the UK.
- To understand about renewable sources of electricity.
- To be able to explain where our food comes from.
- To be able to use digital maps to calculate food miles.
- To understand the importance of conserving food, water and energy supplies.
- To understand that access to natural resources varies in different countries.

PE: Invasion Games/ Athletics

Children will recap on many of the essential and universal skills needed to play a range of invasion games, such as dodging, dribbling, passing and marking an opponent. It focuses specifically on attacking and defending skills, and the children will also develop their understanding of strategies of invasion games and working as a team. Children will have the opportunity to take part in individual, paired and small group activities as well as to play a range of competitive team games to enable them to practise and improve their skills.

Numeracy: Fractions, Decimals and Percentages

- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- Compare and order fractions whose denominators are all multiples of the same number read, write, order and compare numbers with up to three decimal places round decimals with two decimal places to the nearest whole number and to one decimal place
- Add and subtract fractions with the same denominator and multiples of the same number
- Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements
- Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths read and write decimal numbers as fractions (e.g. $0.71 = \frac{71}{100}$)
- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- Recognise the per cent symbol (%) and understand that per cent relates to "number of parts per hundred", and write percentages as a fraction with denominator 100 as a decimal fraction
- Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams
- Solve problems involving numbers up to three decimal places solve problems which require knowing percentage and decimal equivalence

| Place Value | Addition & Subtraction | Multiplication & Division | Statistics |
|---------------------|------------------------|--------------------------------|------------|
| Perimeter & Area | Fractions | Decimals & Percentages | Decimals |
| Properties of Shape | Converting Units | Geometry: Position & Direction | Volume |