



Curriculum Overview — YEAR 5 Summer 1 2019



English

Theme: 'Beast Creator'

Class Novel: Charlotte's Web by E B White.

Spoken language: Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.

Writing: Select appropriate vocabulary and grammar to write their own version of 'A Bug's Life' using visual Literacy and to create their own adverts for a 'Minibeast Hotel'. In Learning Journey children will be transferring their writing skills of proof reading and checking spelling and punctuation to create Non-Chronological Reports about the worlds deadliest Minibeasts as well as describing their habitats.

Reading: Retrieve, record and present information from fictional and non fictional texts.

At home: Read a variety of texts relating to Minibeasts, possibly by visiting the library, to support learning and to explore their own interests relating to the topic.

Creative Curriculum

Theme: 'Beast Creator'

The children will be:

Going on a Minibeast Hunt then using scientific skills record their findings.

Learning to make detailed drawings of Minibeasts.

Match Minibeasts to their habitats.

Locate where the deadliest Minibeasts are located around the world.

Topic: Beast Creator

Paths

Theme: Feelings in Relationships

Exploring feelings between peers and between adults and children.

Applying problem solving to complex feelings and situations.

Feelings about school and having goals, effort and outcome and building resilience.

RE

Theme-Choice

Children will learn about:

What influences behaviour?

How does religion help you to respond to things that make you angry?

Can others depend on you?

French

The children will be learning:

Revision of numbers

Colours

Science

Theme: 'Life Cycles'

In this unit children will learn that plants and animals have life cycles and that reproduction is a part of this cycle. They will recognise that each life cycle has distinct stages but that these can vary between species, for example they may describe and contrast the stages of the human life cycle with three and four stage metamorphosis in insects and amphibians. They will understand the importance of reproduction for the survival of a species. Children will have the opportunity to undertake an educational visit to a botanic garden, zoological garden or a similar site to experience field study related to life cycles.

Working Scientifically, children will plan and carry out investigations and observe, measure and record the growth of animals and/or plants over time. They will use secondary research to develop their understanding of life cycles in different species. They will draw conclusions from their investigations, and present their conclusions in a variety of ways including written and oral presentations.

Maths

Theme: 'Measurements/Geometry'

The children will learn to:

Find fractions/decimals and percentages of measurements.

Apply their knowledge of measurements to problems.

Identify types of angles.

Estimate and compare angles on a straight line.

Investigate angles on a point.

Find missing angles.

Investigate the properties of angles in triangles.

Investigate the properties of angles in quadrilaterals

Apply angles knowledge in context.

Compare and classify 2D shapes.

Compare, describe and classify 3D shapes.



Music

Theme— 'Dancing in the Street'

The children will learn about:

Children will listen to and appraise various artists from this period of music.

Children will study rhythm and pitch of songs.

Children will compose their own music from this era.

PE

Theme: Sporting Skills

Children will learn to:

Use running, jumping, throwing and catching in isolation and in combination

Play competitive games, modified where appropriate [and apply basic principles suitable for attacking and defending

Develop flexibility, strength, technique, control and balance, through athletics and gymnastics

Computing

Theme: 'We are artists'

The children will learn how to:

develop an appreciation of the links between geometry and art

become familiar with the tools and techniques of a vector graphics package

develop an understanding of turtle graphics

experiment with the tools available, refining and developing their work as they apply their own criteria to evaluate it and receive feedback from their peers

develop some awareness of computer-generated art, in particular fractal-based landscapes.