

## English

**Theme: 'Space'**

**Class Novel:** Cosmic by Frank Cottrell-Boyce

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

**Writing:** Select appropriate grammar, write diary entries, describe settings, characters and events. Write poetry and play scripts. Proof read work checking spelling and punctuation.

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

**At home:** Read a variety of texts relating to Space and discuss key features. Use these to enhance their knowledge of the Solar System and beyond.

## Creative Curriculum

**Theme: 'Stargazers'**

**The children will be learning:**

To create models of the Solar System.

Design, edit and evaluate their own model of a spaceship.

Use maps and atlases to locate countries, oceans, continents, rivers, mountains and volcanoes.

To research and summarise how scientists have influenced the world- Galileo Galilei and Isaac Newton.

Perspective drawing.

To create their own portrayal of a fictional planet.



## Paths

**Theme: Goals and Identity**

**The children will learn:**

Co-operative learning skills

The Golden Rules

About feelings and staying calm

To recognise and control anger

## Year 5 Topic: Stargazers

## Science

**Theme: 'Earth and Space'**

In this unit pupils will describe the movement of Earth, and other planets, relative to the Sun in our Solar System. They will describe the movement of the Moon relative to Earth and describe the Sun, Earth and the Moon as approximately spherical bodies. Pupils will use the idea of Earth's rotation to explain day and night and the apparent movement of the Sun across the sky. They will also have the opportunity to find out about how ideas about the solar system have developed and changed over time.

**Working Scientifically,** children will have the opportunity to plan an enquiry using a shadow stick and look at changes over time. They will take accurate measurements of the shadows formed, decide how to record them and present their findings. They will also identify scientific evidence that has been used to support or refute changing ideas about the Solar System.

## Maths

**The children will learn to:**

Read, write, order and compare numbers to at least 1000000 and determine the value of each digit.

Count forwards or backwards in steps of powers of 10 for any given number up to 1000000.

Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero.

Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000.

Solve number problems and practical problems that involve all of the above.

Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.

Add and subtract numbers mentally with increasingly large numbers. Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction).

Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.

Solve addition and subtraction multi-step problems in contexts deciding which operations and methods to use and why.

**At home:** Practise times tables to 12 x 12. Revise skills using

Bitesize <http://www.bbc.co.uk/education/subjects/>

## RE

**Theme-'Rules and Values'**

The children will learn about:

- Belief in to action
- Prayer and Worship

## PE

**Theme : 'Invasion Games'**

**The Children will learn to:**

- Develop their team playing skills.
- Learn how to defend
- Learn how to attack to score

## French

**Theme—'Language skills'**

The children will be learning about:

- Numbers
- Greetings
- Classroom instructions

## Computing

**Theme: 'We are Game Developers'**

The children will plan their own simple computer game. They will design the character and backgrounds, and create a working prototype, which they will then develop further based on feedback.

**This unit will enable the children to:**

Create original artwork and sound for a game .

Design and create a computer program for computer game, which uses sequence, selection, repetition and variables to detect and correct errors in their computer game.

## Music

**Theme - 'Livin' on a Prayer'**

At Nansen Primary School, we follow the Charanga Musical School Scheme. Each half term has a song as a focus and musical activities are based around it. Each lesson is in 3 main parts:

1. Listening and Appraising.
2. Musical Activities: a. Games - Games embed the Interrelated Dimensions of Music through repetition. b. Singing - Singing is at the heart of all the musical learning. c. Playing instruments - Playing instruments with the song to be learnt and an option to play any band instrument. d. Improvisation - Improvising with the song, using voices and instruments. e. Composition - Composing with the song, using instruments.
3. Performing/Sharing - Share what has taken place during the lesson and works hard performing to an audience.