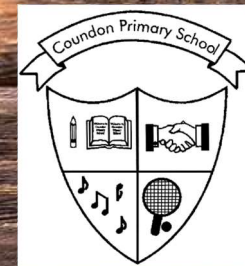


Autumn Term in Year 5



English

Author Study: Michael Morpurgo:

Exploring common themes with a focus on 'The Giant's Necklace'.
Creating their own version.

Narrative The Present-

The children will explore narrative writing through sentence stacking and grammar skills.

Narrative Adventure - The Explorer -

The children will explore the adventure genre through this text. They will focus on grammar skills especially dialogue.

We are reading...



Other subjects

Art – Creating Mayan masks using sculpture and the artist Freda, observational drawings of artefacts, block printing of shields.

RE – Looking at the values of Christianity in the 21st century.

Spanish – Families and relations and Sports including Pok-a-Tok Mayan game rules.

Maths

Place Value - Understand numbers up to 1,000,000. Partitioning and rounding.

Comparing numbers and using symbols.

Addition and Subtraction - Using mental strategies to check formal calculations.

Multiplication and Division – Using the inverse, multiples, factors, prime, squared and cubed numbers.

Fractions – equivalents, converting fractions, ordering and comparing, add, subtract.

Science

Material World - Compare and group together everyday materials on the basis of their properties. Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials. Take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate.

Out of This World – Space and the solar system, night and day, movement of the sun and changes in the moon.

Discovery

Mexico and the Mayans

- Use a range of historical resources including timelines to find out about the Mayans and use this information to explain key changes in Mayan history.
- Exploring the cultural diversity of the Mayans and how Mexico is influenced even today.
- Exploring historical sites using a VR workshop.
- Exploring the impact of inventions and how this contributed to the longevity of the Mayans in history.
- Being able to explain why the Mayan civilisation came to an end.



Geography

Mexico and the Mayans

- Use atlases and maps to identify rivers in the UK and the World.
- Exploring maps from different views and a range of geographical sources to locate countries and cities in North and South America.
- Recognise how and why the climate is different compared to other countries in the world using latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, and time zones.

DT

The Mayans – Food Technology

- Explore the Mayan history of food and farming to research Mexican food; including the influence of this on modern food sources today.
- Design and make a tortilla wrap using food technology skills.
- Understand the importance of food safety and hygiene rules in cooking.
- Evaluate their design and reflect on the skills they have used.

Music

Charanga Music – Rock Ballads and Jazz

- Applying programming skills to create sounds and melodies leading to a battle of the bands performance.
- 70s and 80s Rock Ballads
- Exploring the music genre of Jazz.

PSHE

Protective Behaviours –

knowing your early warning signs and who you can talk to (trusted adults)

Jigsaw: Being Me

Rights of the child, rewards and consequences for behaviour.

Celebrating difference

Cultural differences, bullying and strategies for talking to trusted adults.

Computing

Computing – Using the Internet

- Computer systems and networks.
- Using search engines and how to find accurate information.
- Fake news

Scratch and Programming

- Programming and coding skills
- Programming a sound track
- Planning and tinkering with Scratch music

PE

Dance - exploring Mexican dancing past and present. Transitioning from the ancient Mayans to modern day Mexican dancing.

Games - Dodgeball and basketball. Working together as a team.

Bikeability – learning key safety skills when riding a bike. Including how to keep your bike maintained and safe to ride.