Summer Term in Year 5

Coundon Primary School

English

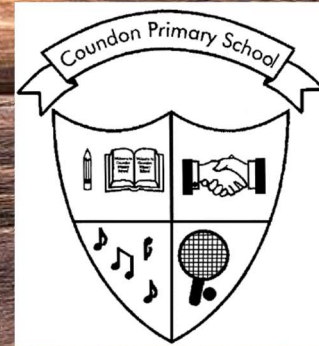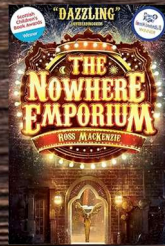### We are reading...

Non-chronological report –
Exploring the emperor penguin. The children will create a non-chronological report based on an animal of their choice.

Narrative based on 'The Nowhere Emporium' -
Based on the opening of the book. Daniel now owns his own 'Book of Wonder'. He can imagine anything, write it down and it will appear in real life. Pupils will write a narrative story about what happens when he opens the book.

Maths

Shape – Classify, estimate and measure angles, recognise and name 3D shapes.
Position & direction - Understand coordinates, lines of symmetry, reflection and translation.
Decimals - Understand tenths and hundredths, multiply and divide decimals by 10, 100, 1000.
Negative Numbers - Understand negative numbers in context, count through zero, compare and order negative numbers.
Converting units of measure
Volume – understand, compare and estimate volume

Science

Growing Up and Growing Old – Life as a baby and changes. The gestation period of animals and humans including pregnancy. Puberty in boys and girls; feelings, skills, interests. Growing old through the stages and life span.
Amazing Changes - Knowing that dissolving, mixing and changes of state are reversible changes. Explain that some changes result in the formation of new materials and this change is reversible. Plan different types of scientific enquiries, including the recognition of controlling variables. Use test results to make predictions and report findings.

Other subjects

RE – Do you know what it might mean to 'live well?'

Kapow Spanish Scheme of work–
A trip across Spain
Saving South America units.

Art – observational drawing; create a collagraph print and study the artist Zaha Hadid. Create a print for a Saxon shield.

Discovery

Invaders – Anglo Saxons
- Place key events and chronology on a timeline.
- Identify the regions and journey of the invaders; what do these areas look like now in modern day.
- Use research skills to be able to describe life in an Anglo-Saxon village.
- To understand how artefacts and other sources of information create a picture about the past.
- To explain the impact of the battles ending with the Battle of Hastings in 1066.
- To look at the influence of key Anglo-Saxon people such as Alfred the Great.

Geography

Invaders – Anglo Saxons

- Use atlases and maps to establish routes taken by the invaders and discuss the issues they faced showing an understanding of the causes and consequences of the end of the Roman Occupation in Britain.
- Explain how the Anglo-Saxons settled in Britain and where they travelled from. Identifying cities on the map and regions.
- Identifying Invaders' countries on the map.
- Exploring evidence that names form these regions still exist in today's language; such as Mercia.

DT

Anglo Saxons – the story of Beowulf

- Enjoy the story of Beowulf through guided reading sessions. Understanding the parts ready to create a design.
- Practise pop-up book making paper skills to make a prototype.
- Design and create a pop-up book of the Beowulf story.
- Evaluate the design and discuss the effectiveness of the product.
- Share the finished product with others in the class.

Music

Pop Ballad: Make You Feel My Love
and
Hip Hop: The Fresh Prince of Bel-Air
Music lessons focused around each song:

- Dimensions of music
- Pulse and rhythm
- Pitch
- Playing instruments

PSHE

Relationships:
-Know how to make friends and how to solve friendship issues.
-Know and show what makes a good relationship.

Changing Me:
-Self-image and body image
-Puberty in boys and girls
-Conception
-know how to ask for help if worried.

Computing

Kapow Computing -
Programming: Micro bit:

- Create their own images to make an animation and recgonise the difference between 'on start' and 'forever'
- Break a program down into smaller steps and match the algorithm to the program.

Creating Media: Stop Motion Animation

- Create a short stop-motion animation with small changes between images
- Make small changes to the models to ensure a smooth animation and delete unnecessary frames
- Add effects

PE

Cricket

- To be able to throw and catch accurately.
- To develop batting techniques.
- To be able to bowl overarm.

Gymnastics

- The children will develop and apply their stance and footwork through focused skill development session

Athletics

- To develop consistency of their actions in a number of athletic events (including running, throwing and jumping)