

English:

Non fiction

Biographies and Autobiographies

- Features of the genre;
- Reading for the key points;
- Making notes;
- Organising writing into paragraphs using sub headings, and bullet points.
- Formal and informal writing.

Letters

- Features and structure of letters;
- Language of persuasion;

SPAG

- Commas;
- Hyphens;
- Semi colons and colons;
- Suffixes and prefixes

Reading skills and handwriting.

PE

Striking and fielding games

- bowl, throw underarm and strike a ball with accuracy;
- the principles of play;
- tactics and rules.
- Rounders tournament;
- Tennis.

Athletics

- Running – for speed, distance, relay and hurdling;
- Jumping – for height, distance & combinations;
- Throwing – pushing, pulling &

Music

Singing and guitars

Dynamics, diction, pitch, accuracy, two-part singing, tone production, instrumental accompaniments, pulse, rhythm and metre, rehearsal, phrase structure, presentation to an audience, expressive techniques, and how to achieve a quality performance.

RE

- Bible stories.

Maths

- Use Properties of rectangles to deduce facts, in order to discover missing lengths and angles;
- Describe and represent the position of a shape following a reflection or translation.
- Convert between different units of metric measurement (e.g. mm-cm; cm-m; m-km; g-kg);
- To convert between metric and imperial units (km-miles; grams-pounds; cm-inches; litres-pounds).
- Convert units of time
- Measure perimeter and area of composite and irregular shapes, in cm and m.
- Estimating volume and capacity.

Y5



Off with her head!

Mr Brown Mrs Baxter

Topic – Off with her head! – The Tudors

- Locate the Tudors within the history of Britain;
- The Tudor monarchs in order;
- Using portraits as a source of historical evidence;
- Role and duties of a Tudor monarch;
- Henry VIII's six wives in order;
- The problems, reasons and results of his marriages;
- Tudor buildings and their materials.

Science – Energy and Sound

- Questioning, predicting and hypothesizing;
- Explanations (literacy link)
- Dependent and independent variables.

Computing – Find out and share (2)

- Create a Pong game in Scratch using variables
- Create a dancing character in Scratch
- Create a game or puzzle linked to Maths in Scratch
- Create a game in Scratch using the whole process of programming development e.g. planning an algorithm and deciding on the program to achieve the algorithm

PSHE –

- Being effective learners;
- Setting my own goals and challenges;
- Being a good critical friend;
- Celebrating my own achievements;
- Money matters – enterprise for the school fair.