



English

Continuing to develop writing:

- Use a metaphor as an opener to a sentence.
- Use show don't tell to build suspense, to introduce dilemma in a story and convey a character's emotions.
- Use adverbials to show links between sentences.
- Organise paragraphs
- Use commas accurately when creating a relative clause
- Use brackets or dashes to include asides when writing diaries or informal letters
- Add commas to avoid ambiguity
- Know the difference between direct speech and reported speech

Writing genres: Informal and formal letters, journalistic writing, diary writing, recount and own story endings.



Science



Human reproduction and ageing

- Revisit lifecycles of vertebrates and invertebrates
- Explore mammalian life cycles
- Human gestation from embryo to birth
- How humans change from infant to adolescence

Art

Expressionism

- Revisit portraiture
- Continuous line drawing
- Mixed media
- Expressionism movement



Computing

Creating Media

- Creating images in a drawing programme by using layers and groups of objects

Selection in Quizzes

- Exploring selection in programming to design and code an interactive quiz

Religious Education

Islam

- What is the best way for a Muslim to show commitment to Allah?

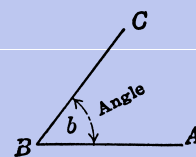
Christianity

- What is the best way for a Christian to show commitment to God?

Mathematics

Shape

- Understand and use degrees
- Classify and measure angles
- Calculate angles around a point



Position and coordinates

- Read and plot coordinates
- Translation
- Lines of symmetry

Decimals

- Use known facts to add and subtract decimals
- Use efficient strategies for adding and subtracting decimals

Negative Numbers

- Understand negative numbers
- Count through zero in 1s and multiples
- Compare and order negative numbers
- Find the difference

Converting Units

- Kilograms and kilometres
- Millimetres and millilitres
- Convert units of length
- Convert between metric and imperial units



Volume

- Cubic centimetres
- compare and estimate volume and capacity



Design Technology

Eat the Seasons

- Explore seasonal foods
- Use a seasonal calendar to plan recipes and use learnt techniques to prepare and cook.
- Plan and make a nutritious seasonal soup and evaluate.

French



Clothes

- To present both orally and in writing information about different clothes



Geography

Sow, Grow and Farm

- Revisit land use in the UK, focusing on agricultural purposes
- Locate local allotments
- Identify location of different types of farming
- Find out which factors influence farming
- Revisit OS maps
- Detailed case study of potato farming on Jersey
- Climate zones
- Revisit knowledge of North and South America to identify regions and biomes.
- Learn about citrus farming in California and compare with coffee growing in Peru.
- Investigate food miles.
- Explore impact of food transportation.



Music



Ukulele

- Continue with whole class ukulele sessions
- Playing and refining songs
- Performing to an audience

Year 5 and school events this term

- Year 5 Ukulele concert
- Visit to Earth Trust farming day
- Transition days to Year 6
- Sports Day

Please check the school calendar for dates.

PSHE

Relationships

- Self-recognition and self-worth
- Building self-esteem
- Safer online communities
- Online gaming and gambling
- Dangers of online grooming

Changing Me

- Self and body image
- Puberty for boys and girls
- Conception
- Coping with change

PE

Dance

- Perform both non-locomotor and locomotor movements together
- Create new dance group patterns
- Use different levels
- Use jumps to bring power and energy

Athletics

- Pace over longer distances
- Know how to mark out a run up for a long jump
- Know where to perform the baton exchange in a relay race.
- Run a relay leg at speed
- Perform a push throw

Rounders

- Judge how far to run based off a hit
- Throw over short distances to get a batter out
- Track the ball to stop it consistently
- Hit the ball in gaps

Outdoor adventurous activities

- Classify and interpret simple morse code
- Work at maximum physical capacity