



Half Termly Overview

Hola Mexico!

Year group - 5

Term - Spring 1



Wow moment: A Mexican experience.		
English text types	SPAG (Spelling, punctuation and Grammar)	
<p>Core Text: Holes-Louis Sachar Each week we are going to use Vipers to study each chapter of the text. V-new vocabulary. I-inference skills. P-make sensible predictions based on the text. E-explain. R-retrieve information in order to answer questions. S-summarise each chapter.</p> <p>Week 1/2: We will start by looking at our new story, 'Adventures to Sandy Cove'. The children will learn the story by drawing story maps, retelling it and acting it out. We will look at the different features of a finding tale and what makes a good suspense story. Week 3: We will then innovate the story and write our own versions. Week 4: The children will write their own finding tale based on all of the work we have done. Week 5/6: We will then focus on newspaper reports. The children will use the model text, 'A report about the boys' to write their own report. During the half term we will also use the film, 'The day of the dead' for inspiration.</p>	<ul style="list-style-type: none"> Spot effective suspense sentences and more editing. Use modal verbs to indicate degrees of possibility. Use brackets, dashes and commas to demarcate relative clauses. Use a thesaurus to refine word choice. Links ideas across paragraphs using adverbials of time (e.g. later), place (e.g. nearby) and number (e.g. secondly) or tense choices (e.g. he had seen her before). SPAG-test Year 5 CEW. Handwriting. Spelling program. 	
Maths	Tables and Mental Maths	MFL
<p>Week 1-3: Number: Multiplication and Division</p> <ul style="list-style-type: none"> Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers. Multiply and divide numbers mentally drawing upon known facts. Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context. Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign. Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. <p>Week 4-6: Number: Fractions</p> <ul style="list-style-type: none"> Add and subtract fractions with the same denominator and denominators that are multiples of the same number. Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. 	<p>The children should be able to recall multiplication and division facts for multiplication tables up to 12 x 12.</p>	<p>The children will use Language Angels and focus on 'What is the Date?'</p> <ul style="list-style-type: none"> Remember, recall and spell the seven days of the week. Remember, recall and spell the twelve months of the year. Remember, recall and spell numbers 1-31. Use their knowledge of the days of the week, months of the year and numbers 1-31 in order to say the date. Use their knowledge of the months of the year, numbers 1-31 in order to say when their birthday is.
Science	Computing	PSHE
<p>Awe and Wonder This half term the children are going to develop their love for science by becoming young scientists and working scientifically. They will complete some of the following investigations.</p> <ul style="list-style-type: none"> Make a raft to hold a penny Paper aeroplane Volcanoes Fruity sweets on a plate (different liquids/sweets) Undo a mess 	<p>Programming In this unit, the children learn about preventing and dealing with cyberbullying; how to use search engines efficiently; how to avoid plagiarism online; and how to be a good digital citizen. The children will use physical computing to explore the concept of selection in programming through the use of the Crumble programming environment. They will be introduced to a microcontroller (Crumble controller) and learn how to connect and program it to control components (including output devices – LEDs and motors). The children will be introduced to conditions as a means of controlling the flow of actions in a program. They will make use of their knowledge of repetition and conditions when introduced to the concept of selection (through the 'if...then...' structure) and write algorithms and programs that utilise this concept. To conclude the unit, the children will design and make a working model of a fairground carousel that will demonstrate their understanding of how the microcontroller and its components are connected, and how selection can be used to control the operation of the model.</p>	<p>Jigsaw: Dreams and Goals The children will learn about being aspirational and persevering.</p> <ul style="list-style-type: none"> Week 1 - When I Grow Up (My Dream Lifestyle) Week 2 - Investigate Jobs and Careers Week 3 - My Dream Job. Why I want it and the steps to get there Week 4 - Dreams and Goals of Young People in Other Cultures Week 5 - How Can We Support Each Other? Week 6 - Rallying Support
Geography	History	RE
	<p>Who was making history in faraway places in the year 1000? This unit will include comparison to aspects of life in Britain around the year 1000 (late Anglo Saxon) - rulers, religion, lifestyle. This unit offers the opportunity for a depth study of a civilisation at one point of their development. The children may develop their knowledge both by asking questions, supporting their ideas with evidence and communicating their findings.</p>	<p>What do Christians believe about God? The children will learn about some key Christian beliefs about God expressed through metaphor, myth and symbol and begin to consider what impact these beliefs will have on the lives of Christians. They will have the opportunity to ask and respond to questions which are raised through learning about Christian beliefs about God. The children will express their views on some of these questions, supporting them with plausible reasons. They will also have the opportunity to reflect on some beliefs, feelings and ideas in relation to their learning about God.</p>
Art	D&T	PE
<p>Mexican Artwork - Sculpture The children will use a range of materials including papier mâché, collage and paint to create a 3D 'Dia de los Muertos (Day of the Dead) skull. They will decorate it with beautiful patterns and bright colours. The children will also create Mexican skull art using different media, comparing the two for effect. They will revisit and develop their skills when engraving an ancient Maya stela and they will learn about Mexican artist Frida Kahlo.</p>		<p>This half term, we will focus on games.</p> <ul style="list-style-type: none"> To use running, jumping, throwing and catching in isolation and in combination. To play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending. <p>They will play-Threes and Fives-Netball and the children will also work with a coach from The Foundation of Light, to play tennis.</p>
Art	D&T	Music
		<p>How does music improve our world? The children will be taught to sing and play musically with increasing confidence and control. They should develop an understanding of musical composition, organising and manipulating ideas within musical structures and reproducing sounds from aural memory.</p>