

Writing purposes

Writing to entertain: Myths and legends (Greek myths, Jean Menzies)

Writing to inform: Non-chronological report (Mythologica, Steve Kershaw)

Writing to entertain: Poetry (Winter)

Grammar

Word families, adverbial phrases, exclamation and Question statements main and subordinate clauses, commas to clarify meaning and avoid ambiguity, apostrophes

Book Spine

The Viewer by Gary Crew

Who Let the Gods Out by Maz Evans

The Wisp by Zana Fraillon

Properties and changes of materials Compare and group together everyday materials based on their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets. Know that some materials will dissolve in liquid to form a solution and describe how to recover a substance from a solution.

Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating.

Give reasons, based on evidence from comparative and fair tests, for the uses of everyday materials, including metals, wood and plastic.

Demonstrate that dissolving, mixing and changes of state are reversible changes

Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda.

Forces: Explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object.

Identify the effects of air resistance, water resistance and friction, that act between moving surfaces.

Recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.

Number: Place Value of numbers, order, compare and round numbers up to 100,000, calculate using negative numbers.

Addition and subtraction: be fluent in formal written methods within 10,000, using rounding to check answers and using knowledge to problem solve.

Multiplication and Division: know multiplication and division facts up to 12x 12. Multiply a 4-digit number by a 1-digit number and use knowledge of operations to problem solve.

Fractions: recognise equivalent fractions, order and compare, recognise improper, add and subtract, multiply proper fractions.

Measures: Convert units of measure (metric).

Geometry: estimate and compare acute, right, obtuse and reflex angle, use a protractor to measure angles less than 180°

English

Science

Mathematics

Music

Living' on a Prayer

To sing in unison and to sing backing vocals.

To enjoy exploring singing solo.

To listen to the group when singing.

To sing with awareness of being 'in tune'.

Modern Foreign Languages

Learning names of foods and drinks; talking about likes and dislikes; saying what has been eaten/drank

Geography

Athens and Crete

When locating place during zooming in activity, identify a missing continents, countries and oceans in Europe. Locate Athens on a map- how long would it take to get there from Birmingham in UK? What countries would you pass? Diary entry about Journey to Athens

Explore life in Crete/Athens. What is lifelike in Crete/Athens? Why would people move there? Food/jobs/leisure. Create an informative booklet about life in Athens/Crete

Compare and contrast farming in modern Greece and England. Discuss trade and its importance.

Art & DT

DT:

Use a range of utensils and techniques to prepare a dish (flatbread) including kneading and baking.

Art: Collage

Introduce Lowry – dates, work, inspiration. Respond to different pieces – extend, spotlight. Explore different materials and how they can be used to create different textures – printing, Design final piece with a contrast of colours, textures and atmosphere. Create collage using a range of materials and techniques

History

Explore life in Ancient Greece, including rival city-states like Athens and Sparta and their different governments. Understand how Greek civilisation spread through trade, colonisation, and conquest, reaching as far as India. Learn about key historical figures and landmarks, such as Alexander the Great and the Parthenon. Recognise how Ancient Greek ideas and inventions still influence modern life, from democracy and science to sport and language.

Enquiry: Which legacy of the Ancient Greeks has the most lasting impact today?

Year 5 Autumn

Title: Ancient Greece/Modern Greece



*Achieving
Excellence
Inspiring
Dreams*

PSHE & RE

RE

Caring for others, animals and the environment, sharing and being generous, being loyal and steadfast and being hopeful and visionary.

PSHE Being me in my world

I can empathise with people in this country whose lives are different to my own

I can empathise with people in this country whose lives are different to my own

I understand that my actions affect me and others

Celebrating Difference: Know about external support for bullying: Childline. Know what racism is and why it is unacceptable.

Physical Education

Quick sticks: dribble with head up, pass accurately, move into space, defend by tackling and marking, hit a moving ball into a goal, and apply techniques and key rules in games.

Fitness: balance using core strength, compare and improve their performances, coordinate both sides of their body for speed and power, and create and monitor warm-ups and cool-downs, including taking their pulse before and after exercise.

Multiskills: In combination with different skills, can balance equipment while moving and co-ordinating another action. Agility focus – change direction quickly and efficiently with equipment. Agility focus – change direction quickly and efficiently with equipment. Test and measure balance, agility and co-ordination confidently and accurately. Can compare their performances with previous ones and strive to achieve a personal best.

Handball: develop ball awareness, practice dribbling and passing, perform jump shots, use footwork and dodging techniques, introduce defensive blocking, and apply these skills and key rules in game situations

Computing

Coding – Programming Making Games:

Design, write and debug programs that accomplish specific goals. Use Scratch 2 to develop coding skills: using selection to make something happen, hide a sprite and show it again in a different position, control sprites by different inputs, use abstraction to identify what details need to be included in a game, create a range of variables, make a variety of games for others to play.

E-Safety - Project Evolve:

Health Wellbeing and Lifestyles, Online Relationships and Online Reputation