

<div><div><u>ENGLISH</u></div><div><ul style="list-style-type: none">• Argument – debating (NF)• Newspaper reports (NF)• Performance Poetry (F)• Myths and Legends (F)• Diary Entry (F and NF)</div><div><div><u>SPaG</u></div><div><ul style="list-style-type: none">• Punctuation and Editing (capital letters, full stops and commas)• Tense• Sentence structure• Punctuation for effect</div></div></div> <td><div><div><u>PE</u></div><div><ul style="list-style-type: none">• Pupils will be taught to take part in outdoor and adventurous activity challenges both individually and within a team. They will compare their performances with previous ones and demonstrate improvement to achieve their personal best.</div></div><div><div><u>ICT</u></div><div><ul style="list-style-type: none">• Pupils will explore a series of smaller modules introducing a range of software. This includes computer art, an introduction to Publisher, blogging and vlogging and social media.</div></div></td> <td><div><div><u>HISTORY or GEOGRAPHY</u></div><div><ul style="list-style-type: none">• Pupils will explore life during Anglo-Saxon times and make comparisons to their own lives. They will look into how Anglo-Saxons migrated and will examine in detail a place called Sutton Hoo, a famous Anglo-Saxon landmark in the UK. They will also find out about crime and punishment through the years and how different this was during Anglo-Saxon times compared with the modern day.• In our Anglo-Saxon topic, we look at crimes and punishments that would have been used historically and the punishments that would be given now (laws). Children then debate which punishments are more appropriate for the crimes (democracy, respect).</div></div></td>	<div><div><u>PE</u></div><div><ul style="list-style-type: none">• Pupils will be taught to take part in outdoor and adventurous activity challenges both individually and within a team. They will compare their performances with previous ones and demonstrate improvement to achieve their personal best.</div></div> <div><div><u>ICT</u></div><div><ul style="list-style-type: none">• Pupils will explore a series of smaller modules introducing a range of software. This includes computer art, an introduction to Publisher, blogging and vlogging and social media.</div></div>	<div><div><u>HISTORY or GEOGRAPHY</u></div><div><ul style="list-style-type: none">• Pupils will explore life during Anglo-Saxon times and make comparisons to their own lives. They will look into how Anglo-Saxons migrated and will examine in detail a place called Sutton Hoo, a famous Anglo-Saxon landmark in the UK. They will also find out about crime and punishment through the years and how different this was during Anglo-Saxon times compared with the modern day.• In our Anglo-Saxon topic, we look at crimes and punishments that would have been used historically and the punishments that would be given now (laws). Children then debate which punishments are more appropriate for the crimes (democracy, respect).</div></div>
<div><div><u>MATHS</u></div><div><ul style="list-style-type: none">• Coordinates and translations – pupils will plot co-ordinates on grids and then use these to translate and rotate shapes across the grid.• Data – pupils will gather data and represent it in a variety of ways. They will also use given data to answer questions and infer patterns within data sets.• Pupils will continue to develop their problem solving skills through a variety of word problems.</div></div>	<div><div><u>LINKS IN LEARNING</u></div><div><ul style="list-style-type: none">• Students will make links to previous Historical topics taught, such as Tudor times (Y5) and Romans (Y4), to make comparisons between them and to modern life.</div></div> <div><div><div><div>Year 5</div><div>Anglo-Saxons</div></div><div><div>Summer 2</div><div>2023-24</div></div></div></div>	<div><div><u>MUSIC</u></div><div><ul style="list-style-type: none">• Pupils will be taught to appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions.• Pupils will learn about a range of instruments and techniques following the XYZ curriculum.</div></div> <div><div><u>ART & DESIGN or DESIGN TECHNOLOGY</u></div><div><ul style="list-style-type: none">• 3D modelling – design and make a 3D model of a mythical creature, based on Beowulf. Pupils will plan, create and evaluate their pieces.• Food technology</div></div>
<div><div><u>SCIENCE</u></div><div><div><u>Animals including humans</u></div><div><ul style="list-style-type: none">• Pupils will be able to describe the changes as humans develop to old age.• RSE week where children will learn about the changes that happen during puberty</div></div></div>	<div><div><u>WOW MOMENTS</u></div><div>Parents invited in –showcase work</div></div> <div><div><div><div><u>Key Texts</u></div><div><ul style="list-style-type: none">• Anglo-Saxon Myths and Legends• Beowulf by Michael Morpurgo</div></div><div><div><u>Other Opportunities and Experiences to Enrich learning</u></div><div><ul style="list-style-type: none">• Showcase of work</div></div></div></div>	<div><div><u>PSHE</u></div><div>Changing Me: I can explore the concept of self-image, describe how boys and girls change during puberty and understand the idea of conception.</div></div> <div><div><u>RE</u></div><div>What is best for our world? Does religion help people decide? Do religious people live better lives? Is it possible to hold religious beliefs without trying to make the world a better place?</div></div>