


<p style="text-align: center;"><u>ENGLISH</u></p> <ul style="list-style-type: none"> • Narrative: classic novels • Narrative: science fiction • Non-fiction: non chronological reports • Non-fiction: explanation • Poetry: power of imagery; • debate poetry and poetry that tells a story <p>Grammar - we are learning to use grammar that is appropriate to the genre.</p> <p>Punctuation - we are learning how punctuation use affects the way texts are read and understood.</p> <p>Spelling - we are learning to identify errors in our writing and develop our ability to make the appropriate corrections.</p>	<p style="text-align: center;"><u>GEOGRAPHY</u></p> <ul style="list-style-type: none"> • Rivers and The Water Cycle (Summer 2) <p>This topic will involve learning on: the Thames barrier/foreshore and the water cycle, and students will partake in fieldwork on a class trip.</p> <p>Students will learn about the water cycle, rivers and the effect they have on the landscape. They will look at how rain finds its way into rivers and how rivers develop from the source to entering the sea.</p> <ul style="list-style-type: none"> • Human activity and the environment 	<p style="text-align: center;"><u>MATHS</u></p> <ul style="list-style-type: none"> • Angles 2D and 3D shape and transformations • Calculating percentages • Calculating with whole numbers and decimals • Focusing on applying knowledge (word problems).
<p style="text-align: center;"><u>RELIGIOUS EDUCATION</u></p> <p><u>Summer 1</u> How did the final five human Sikh Gurus shape Sikhi?</p> <p><u>Summer 2</u> How do Muslims live and embrace their faith in a diverse world?</p>	 <p>Summer Term 2023-2024 Year 5 Miss Boateng</p>	<p style="text-align: center;"><u>SCIENCE</u></p> <ul style="list-style-type: none"> • Living Things and their Habitats <p>Looking at the differences in the life cycles of a mammal, an amphibian, an insect and a bird, as well as the life process of reproduction in plants and some animals.</p> <ul style="list-style-type: none"> • Animals including Humans
<p style="text-align: center;"><u>ART</u></p> <ul style="list-style-type: none"> • Digital Art: Exploring techniques; inspiration from the British and world masters <p style="text-align: center;"><u>DESIGN TECHNOLOGY</u></p> <ul style="list-style-type: none"> • Musical instruments 	<p style="text-align: center;"><u>PROJECTS</u></p> <p>Science – research an animal and its life cycle</p> <hr/> <p style="text-align: center;"><u>PE</u></p> <p>Adventurous and Team Building Challenge: Orienteering collaborating to develop challenges Athletics: Improving performance on track and field</p>	<p>Discuss why living things need to reproduce and look in detail at human life cycle, comparing with other animals indicating stages in the growth and development of humans.</p> <p style="text-align: center;"><u>MfL (SPANISH)</u></p> <p>St George, transports, in the kitchen (food and cooking), movie (working on all skills at the same time)</p>
<p style="text-align: center;"><u>MUSIC</u></p> <ul style="list-style-type: none"> • Tudor Music • Music from Churches 	<p style="text-align: center;"><u>PSHE</u></p> <ul style="list-style-type: none"> • Puberty • Drug Education – Legal and Illegal Drugs • Relationships • What makes a Democracy? • Managing money 	<p style="text-align: center;"><u>Computing</u></p> <p>Variables in Games</p> <ul style="list-style-type: none"> • Using Scratch, design their own project including variables • Engage in unplugged tasks to demonstrate the process of changing variables • Apply the concept of variables to enhance an existing game in Scratch • Create a ‘catching’ game, which includes a score and at least three falling objects, each falling at a different speed, including own artwork, implement the algorithm as code.