

Summer Term Year 5



Think like a Reader

The Explorer: Four children find themselves lost in the rainforest after their plane falls out of the sky. They are faced with the challenge of forming new friendships in order to survive in this unknown country. Each of the characters has strong, very different personality traits, which contribute to them having to navigate the most dangerous of circumstances. Hidden treasures are found and animals are befriended, but ultimately will they ever return home?

Five Children & It: Five siblings move to the country and almost immediately uncover treasure. The Psammead is able to grant them a daily wish. Their reckless requests lead them into ridiculous scenarios that are difficult to escape. But will they learn their lesson?

We are reading...



Think like a Writer

In writing this term, we will be learning how to write:

- A myth/legend written in the first person
- A biography
- A balanced argument

Think like a Mathematician

We will be completing our unit on angles by calculating the size of missing angles on a point or straight line. Then, we will learn how to translate and reflect shapes on a coordinate grid, as well as finding lines of symmetry. We will recap adding, subtracting and multiplying decimals before moving on to count in, order and compare negative numbers. Next, we will learn how to convert between units of length and time. Finally, we will learn about volume and capacity.

Think like a Scientist

Living things and their habitats

During this unit, we will learn about different life cycles exploring the similarities and differences between reptiles, mammals, amphibians, insects and birds.

We will also be learning about how living things reproduce.

Think like an Artist

During the first half term, we will explore a range of effects which can be achieved using watercolour paint, creating a bank of effects and selecting from these to make specific marks. Our inspiration comes from painting by Jim Dine. In the final half term, we will work through the steps of the creative process as they combine printmaking and textiles to embellish a circular piece of fabric. This will be part of a collaborative piece of work.

Think like a Linguist

This term, we will be learning how to give opinions of food and learning how to say numbers up to 1000. We will be practicing speaking and listening, reading and writing in Spanish.

Think like a Geographer

Ordnance Survey - map skills and fieldwork

In this unit we will be learning about four and six figure grid references, what contour lines are and then applying this knowledge to answer the question: What does the land look like in my local area?

Think like a Person of Faith

In the first half term, we will be answering the question: **What is the best way for a Sikh to show commitment to God?** We will be learning about different ways that Sikhs show commitment to God. Later in the term, we will be answering the question: **What is the best way for a Christian to show commitment to God?** We will be learning about different ways Christians show commitment to God and how this impacts their lives.

Think like a Musician

In the first half-term, we will be learning more about the genre of Rock; listening to and appraising different songs. We will learn to sing, and play glockenspiel parts for, Bon Jovi's 'Livin' on a Prayer'.

In the second half-term, we will be learning more about Classical Music, with another of the '10 pieces' - Earth, by Hans Zimmer - a composer who has composed many famous film soundtracks. We will then be composing our own whole class piece of music, based on 'Earth'.

Think like a Designer

Structures

In this unit, we will look at a range of ways that frames are reinforced to make them stable. We will then learn more about how to identify joins and supports and create a model shelter based on this learning.

Mechanisms

In this unit, we will learn more about how pulleys and gears work. We will design and make pulley and gear products, selecting and using a variety of modelling materials to create final outcomes

Think like a Computational Thinker

Creating media - Introduction to vector graphics - In this unit, we start to create vector drawings, learning how to use different drawing tools to help them create images. We will begin to recognise that images in vector drawings are created using shapes and lines, and each individual element in the drawing is called an object.

Programming We will develop our knowledge of selection by revisiting how conditions can be used in programs and then learning how the 'If... Then... Else' structure can be used to select different outcomes depending on whether a condition is true or false

Think like a Digital Citizen

This term we will be revisiting 'Copyright and Ownership', and exploring how they can assess and justify when it is acceptable to use the work of others. We will find examples of content that is permitted to be reused and know how this content can be found online.

Think like a Historian

What did the Greeks do for me?

In history, we will be learning about the Ancient Greeks and their lasting legacy. We will be studying their beliefs, democracy and the importance of theatre, myths and fables. We will learn about the main cities of Athens and Sparta and the purpose of the first Olympic Games.

Think like a Responsible Citizen

This unit of work links very closely with our science learning. We will be discussing, their emotional and physical transformations that they will experience when transitioning from childhood to adulthood, particularly during puberty. We will be learning about the key aspects of puberty and finally, we will learn how a baby is conceived and grows.

Think like an Athlete

We will be coached by a member of the local Attenborough Cricket Club to practice the skills of bowling, batting and fielding. Also, we will be learning different athletic skills based around throwing, jumping and running.