



Literacy

Grammar Focus - nouns, verbs, regular and irregular action verbs, subjects, co-ordinating conjunctions to join.

Narrative writing - focusing on setting.

Non-Fiction - Non-chronological reports.

Poetry - conveying feelings, moods or reflections



Numeracy

Y5: Place value learning - looking at numbers beyond 10,000 to 1000,000. Addition and subtraction with these larger number. Multiplication and division including common factors, prime, square and cubed numbers.

Y6: Numbers to 10,000,000, including writing and rounding, rounding and negative numbers. Revision of the 4 operation methods, square and cube numbers. Short and long division.



PE

Dance WW2 - Using the announcement of war as a starting stimulus for our dances

Swimming - Continuing the improvements of the 4 strokes and water survival skills.

Gymnastics - investigating the term counter balances on their own, with partners and both on and off apparatus.



Geography

Physical Geography -

A study of the different climate zones, biomes and vegetation belts around the world.

Science

Materials - compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets.

Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating. Also, investigate the irreversible nature of mixing and dissolving.



RE

Christianity - What does it mean for Christians to believe that God is Holy and Loving? What do Christians believe God is like, exploring key texts from the Bible, studying passages from the book of Isaiah and Psalm 103 (Old Testament) and the book of 1 John.

Why do Christians believe that Jesus was the Messiah? - In this unit, pupils will learn about the concept of 'incarnation' and how it fits within the big story of the Bible.

Art

Painting-

developing their understanding of colour and painting skills within the context of portraits.



Computing



Text-based programming - design my own scoring computing game using inputs, selection, loops and random variables?

Music Creation - Layer tracks using sounds and effects and use various online samplers and sequencers to create drums patterns and scales.