
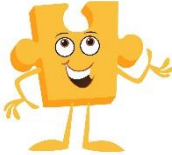



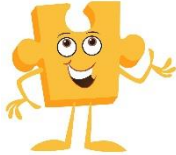



Year 5: Summer Term (First Half)

<p style="text-align: center;">English</p> <ul style="list-style-type: none"> • Pandora's Box • Theseus and the Minotaur • Myth writing 	<p style="text-align: center;">Maths</p> <ul style="list-style-type: none"> • Understanding percentage • Percentage as fraction and decimals • Percentages of amounts • Area of compound shapes • Measure perimeter • Calculate perimeter • Irregular shapes • Measuring angles • Drawing angles • Finding missing angles • Estimating angles • Angles in a shape • Angles around a point 	<p style="text-align: center;">Art <u>Working in 3D</u></p> <ul style="list-style-type: none"> • To know how to create texture • To know that tone can help show to foreground and background • To know that the size and scale of 3D art changes the effect of the piece • To design and make art for different purposes • To understand that a range of media can be selected for different purposes • To independently recognise problems and adapt when necessary
<p style="text-align: center;">PSHE <u>Relationships</u></p>  <ul style="list-style-type: none"> • Recognising me • Safety of online communities • Being in an online community • Online gaming • My relationship with technology: screen time • Relationships and technology 	<p style="text-align: center;">RE</p> <ul style="list-style-type: none"> • What helps Hindus to worship? • The Aum symbol • Hindu deities • Hindu shrines 	<p style="text-align: center;">Science</p> <ul style="list-style-type: none"> • To describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird • To describe the life process of reproduction in some plants and animals.
<p style="text-align: center;">Computing</p> <ul style="list-style-type: none"> • To recognise video as moving pictures, which can include audio • To identify digital devices that can record video • To capture video using a digital device • To recognise the features of an effective video • To identify that video can be improved through reshooting and editing • To consider the impact of the choices made when making and sharing a video • 	<p style="text-align: center;">Geography</p> <ul style="list-style-type: none"> • Lines of longitude and latitude • World map projections • European countries and their locations and physical features • Poland • Greece • Comparing human and physical features 	<p style="text-align: center;">Music <u>Looping and Remixing</u></p>  <ul style="list-style-type: none"> • To perform a looped body percussion rhythm • To use loops to create a whole piece of music • To choose a suitable fragment of music, and play it along to a backbeat • To perform a piece with some structure, and two different loops

<p>Design Technology</p> <ul style="list-style-type: none"> • 	<p>History</p>	<p>PE</p> <p><u>Cricket</u></p> <ul style="list-style-type: none"> • To strike a ball with a cricket bat • To bowl a ball with overarm technique • To develop a wide range of fielding skills • To work co-operatively to manage a game <p><u>Swimming</u></p> <ul style="list-style-type: none"> • To perform safe self-rescue in different water based situations • To swim competently, confidently and proficiently over a distance of at least 25 metres • To use a range of strokes effectively, including front crawl, backstroke and breaststroke
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Year 5: Summer Term (Second Half)

<p>English</p> <ul style="list-style-type: none"> • Greek mythology • Myth writing (Narrative writing) • Non-fiction texts • Explanatory/information texts • Ancient Olympics • Greek theatre 	<p>PSHE <u>Changing Me</u></p> <ul style="list-style-type: none"> • Self and body image • Puberty for girls • Puberty for boys • Conception • Looking ahead 	<p>Maths</p> <ul style="list-style-type: none"> • Regular and irregular shapes • Triangles and quadrilaterals • Reasoning about 3d shapes • Translation, reflection and symmetry • Measurement: Kilometres, kilograms, millimetres, imperial/metric • Converting units of time • Timetables <p>Volume – estimating and comparing</p>
<p>RE</p> <ul style="list-style-type: none"> • What does it mean to be a Hindu? • Divali festival • Holi festival • Saskaras – Rites of Passage • Lifestyle – vegetarianism and karma • 	<p>Science</p> <ul style="list-style-type: none"> • To describe the changes as humans develop to old age • 	<p>Design Technology <u>Food – bread-making</u></p> <ul style="list-style-type: none"> • To explain the aspects of ACCESS FM I have used - Aesthetics, Customer, Function, Materials (ingredients) and show how I have addressed them. • To explain how yeast works, the purpose of kneading and proving • To use 'ACCESS FM' to judge my bread and say how I might improve next time 

<p style="text-align: center;">Computing</p> <ul style="list-style-type: none"> • To explain how selection is used in computer programs • To relate that a conditional statement connects a condition to an outcome • To explain how selection directs the flow of a program • To design a program which uses selection • To create a program which uses selection • To evaluate my program 	<p style="text-align: center;">History</p> <ul style="list-style-type: none"> • How did life differ in the ancient Greek city states? • What impact have the Greeks had on our world today? • Athens and Sparta • Ancient Olympics • Democracy – and ostracism • Ancient Greek theatre 	<p style="text-align: center;">Music <u>Holi Festival</u></p> <ul style="list-style-type: none"> • To suggest a colour to match a piece of music • To create a graphic score • To create a vocal composition in response to picture • To create a vocal composition in response to colour • To record compositions in written form • To work as a group to perform a piece of music
<p style="text-align: center;">Art</p> <ul style="list-style-type: none"> • 	<p style="text-align: center;">Geography</p>	<p style="text-align: center;">PE</p> <p><u>Rounders</u></p> <ul style="list-style-type: none"> • To strike a ball with a rounders bat • To develop a wide range of fielding skills • To work co-operatively to manage a game • To use tactics within a rounders game <p><u>Netball</u></p> <ul style="list-style-type: none"> • To pass, receive and shoot the netball under pressure • To communicate with my team and move into space to keep possession and score • To stay with an opponent and attempt to intercept • To know what position I am playing in and how to contribute when attacking and defending <p><u>Swimming</u></p> <ul style="list-style-type: none"> • To perform safe self-rescue in different water based situations • To swim competently, confidently and proficiently over a distance of at least 25 metres • To use a range of strokes effectively, including front crawl, backstroke and breaststroke