

Maths

Geometry

Recognising categories of angles

Investigating angles at a point

Investigating the properties of regular and irregular polygons

Recognising 3D shapes from their properties

Measurement

Converting units of measure including volume.

Music

Learning to read melodies in staff notation

Creating a performance piece using voices and instruments linked to Charanga Music 'Dancing in the Street'.

Science - Living Things and their Habitats

Explaining the life process of reproduction in some plants and animals

Investigating the work of naturalists and animal behaviourists.

Collective Worship

Our value this term is humility. We will hear stories about humility and reflect on how this value can improve our classrooms, school and society.

DT - Food technology and nutrition.

Pizza making. Making pizza dough and creating healthy new toppings



TERM 5

Americas/Antarctica Y5



Spanish

We will learn vocabulary to describe different parts of the body.

RE

Hinduism

We will consider how belief in Karma, Samsara and Moksha may help Hindus to lead good lives

Computing – 'Game Creator'

Children will create their own computer game and write instructions for their game for others to play.

Geography

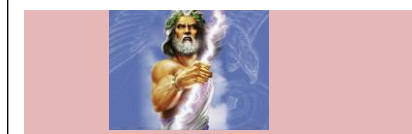
Map skills and fieldwork. We will investigate the human and physical features of our local area, Chinnor, and explain how the area is changing.

PSHCE

We will look at differences between societies, cultures, beliefs and individuals and discuss how these differences can be celebrated and valued.

English

We will be reading and comparing a collection of classical Ancient Greek and Roman legends, fables and myths. We will develop our 'word of mouth' storytelling skills, changing the details and using the plot to write tales of our own.



Spellings

There will be 10 words with similar suffixes or prefixes to learn for the weekly test.

P.E

Fielding and Striking Games

To develop the understanding of tactics and to use these in a game situation

Swimming

Working on the 4 strokes and improving speed