Year 5 - Spring 2 Curriculum: Earth Science

Mathematics:

- To recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.
- To round decimals with two decimal places to the nearest whole number and to one decimal place.
- To read, write, order and compare numbers with up to three decimal places.
- To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.
- To solve problems involving numbers up to three decimal places.
- To use all four operations to solve problems involving measures (length, mass, volume, money) using decimal notation, including scaling.
- To recognise the percent symbol and understand that percent relates to 'number of parts per hundred', and write percentages as a fraction with the denominator 100, and as a decimal.
- To solve problems which require knowing percentage and decimal equivalents of ½, ¼, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.
- To identify prime numbers and composite numbers.
- To know and use the vocabulary of prime numbers, prime factors and composite factors.

English:

- To explore and understand the importance of poetry as a genre.
- To know how to listen and respond to a wide range of poems from a single poet collection.
- To understand that poems are written for different reasons.
- To interpret poems for performance.
- To gain and maintain the interest of the listener through effective performance of poems.
- To be able to use art as a means of responding to a poem, visualising and inferring and extending and enriching language.
- To recognise figurative language in poetry and interpret its effect on the reader.
- To draft, compose and write poems based on real and personal experiences using language with intent for effect on the reader.
- To appreciate why stories are memorable and characters exciting.
- To consider how particular situations make individuals behave as they do.
- To explore dilemmas, empathising with characters.
- To learn about the differences between information and fiction texts.
- To produce a range of writing to respond to text through role play and dramatisation.
- To identify and use features of a non-chronological report.
- To proof read and edit writing.
- To review past, present and future tense.
- To use the perfect form of verbs to mark relationships of time and cause.

Science:

- To describe the difference 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.

Computing:

- To recognise acceptable/unacceptable behaviour when using technology.
- To identify a range of ways to report concerns about content and contact.
- To use technology safely, respectfully and responsibly.
- To touch type accurately and at speed.
- To understand which everyday objects use control features to make them operate.
- To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- To use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- To write a Flowol program, including variables, to control a mimic.

<u>Geography:</u>

- To describe and understand key aspects of human geography including: type of settlement, land use and distribution of natural resources
 including energy, food, minerals and water.
- To use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods.

Religious Education:

- To describe using religious vocabulary.
- To express own questions and apply their own ideas to beliefs about resurrection, sacrifice, hope and life after death.

- To reflect on what is worth celebrating.
- To describe how the life changing experiences of individuals impact on others.

• To describe how religious stories sometimes have messages.

Physical Education:

Hockey:

- To develop dribbling skills.
- To become more accurate with passing and receiving skills.
- To practise a range of skills for changing direction.
- To choose, combine and perform skills fluently and effectively in tasks/games.
- To understand and apply a range of tactics and strategies for attacking as part of a team.

Orienteering:

- To develop and refine orienteering skills when working in pairs/groups.
- To decide what approach to use to meet the challenge set.
- To work safely and efficiently.
- To improve their performance by changing and adapting their approaches as needed.
- To adapt their skills and understanding as they move from unfamiliar and familiar environments.
- To develop problem solving skills.

D&T

- To design a playground with a variety of structures.
- To build a range of structures.
- To improve and add detail to structures.
- To create surrounding landscape.

Music

- To develop an awareness of their own contribution such as leading others, taking a solo part or providing rhythmic support.
- To play a simple rhythm using crotchets, quavers and crotchet rests.
- To combine skills practised in a duet.

PSHE

- · To explore their identity and that of other people and how other people's perceptions can influence views of identity.
- To understand aspects of the ethnic makeup of the local community and the national context.
- To recognise the negative effects of stereotyping and prejudice.
- · To recognise the different communities they belong to and to explore the contribution they and others make to their community.
- To understand the role of volunteers and voluntary organisations.
- To know about the role of the media and understand how it can influence them and their community.
- To understand some ways of caring for the environment and the contribution they can make.

British Values

We will continue to focus on the rule of law this half term. We will be focusing on how rules protect us and influence our behaviour through PSHE.