

Jaguars – Yearly overview 2018 / 2019

Autumn 1	Mysteries	<p><u>English</u> Narrative – The Mysteries of Harris Burdick Children will learn about the importance of writing specifically for the genre and effect desired. They will learn about the use of fronted adverbials to aid cohesion and the importance of using the correct verb tenses.</p> <p>Information text- Mysterious places (teacher written)-, Pompeii casts, how were the pyramids built, Stonehenge Children will learn about the use of conjunctions to build cohesion and the correct application of technical language as well as the skilful use of modal verbs.</p>
		<p><u>Maths</u> See long term maths plan for year group.</p>
		<p><u>Science</u> Animals including humans Focusing largely on the human aspect, children will learn about the human circulatory system and how it works, they will learn to recognise the impact of diet and drugs on the human body and how water is transported around the body.</p>
		<p><u>History</u> Mysteries in history Children will investigate how the pyramids were built and will evaluate a range of sources of evidence in order to draw their own conclusions about this. They will also investigate different sources of information around the creation of the casts of Pompeii and draw conclusions about this historical mystery as well.</p>
		<p><u>Geography</u> Places & characteristics Children will investigate a range of different places from around the world where there appears to be some kind of geographical phenomenon. They will identify these places on the map and will also investigate the human and physical characteristics of these places in order to try to solve the mysteries!</p>
		<p><u>Computing</u> Internet Safety In this unit, children learn about preventing and dealing with cyberbullying; how to use search engines efficiently; how to avoid plagiarism online; and how to be a good digital citizen.</p>
		<p><u>Art</u> Mood and mystery Children will use different techniques and colours to experiment with the aim of creating a mysterious atmosphere in their piece of art.</p>
		<p><u>Physical Education</u> Invasion Games</p>

Autumn 2

A Mind to be Kind

English

Diary entry – Wonder

Children will learn about the language and structures appropriate to a diary entry and will also focus on the combination of conjunctions and adverbials to create cohesion. They will learn about the importance of the use of the third person in a diary entry at all times.

Confession letter- three little pigs

Children will learn about the unique tone of a confession letter and how the formality of the text should shift throughout it. The use of conjunctions to aid cohesion as well as the use of the pronouns will be central to the learning and they will learn to use the correct verb tenses throughout the piece.

Maths

See long term maths plan for year group.

Science

Electricity

Children will learn to associate the brightness of a bulb or the volume of a buzzer with the number of cells or volts within those cells in the circuit. They will compare the functioning of different circuits and how different brightnesses and strengths are created. Children will also learn to use recognised symbols in a diagram of a circuit.

History

Right or wrong?

Children will learn about the events at Pearl Harbour in the second world war and the subsequent atomic bombs dropped on Japan. They will consider the question of whether or not the USA were right to retaliate as they did.

Geography

Local area improvement

Children will go out into the school area and will identify an area or feature they would like to improve. They will design the improvement and will create a presentation which takes into account the costs and reasons for and against the improvement. They will focus on how their new feature will improve how the area looks and how it is used.

Computing

Scratch animated stories

This unit builds on the previous unit in Year 5 (Scratch: Developing Games) as well as prior units. The unit is designed to help children in continuing to develop their skills in writing their own algorithms as well as editing and debugging existing codes.

Art

Famous artists

Children will investigate famous artists who have been known for showing specific emotions in their work. They will attempt to imitate these artists and will create their own works aiming to create mood and show emotion.

Physical Education

Invasion Games

Spring 1

Vikings -v- Anglo Saxons for control of Britain

English

Narrative – Beowulf

Children will learn about how to use language and structure appropriately to create a story in the mould of Beowulf. They will learn about how to use the correct verb tense form and how to create cohesion across paragraphs and within them. They will learn about how to use dialogue to show character and to describe setting and character.

Explanation text- Viking and Anglo-Saxon struggle for control of Britain

Children will learn about the tone and language specific to an explanation text and how the information and vocabulary must be of a factual nature. They will look to apply their understanding of cohesion to create their own explanation texts.

Maths

See long term maths plan for year group

Science

Evolution and inheritance Children will learn about how the beings living on the earth have changed over millions of years and will understand that fossils show what animals were like over this period. They will also learn about how each generation of animals is slightly different from its parents and evolves in this way. Children will also explore how plants adapt to evolving conditions.

History

Anglo Saxons vs Vikings

Children will use a variety of sources to investigate the struggle for Britain between the Anglo Saxons and the Vikings. They will look at the subsequent settlement of the Anglo Saxons in Britain. Children will learn to accurately use historical terms and vocabulary and will understand how our understanding of the past is formed from a range of different sources.

Geography

Anglo Saxon land use

Children will learn about how the Anglo Saxons chose to settle in the UK because of the river and trade links and how they set up urban and rural areas. How they continued to use the land predominantly for farming.

Computing

Kodu

This unit introduces children to programming with Kodu, a simple visual programming language made specifically for creating games. The distinguishing features of Kodu are visual icons that are added together like building blocks to form instructions and game environments constructed by the user in a 3D scene editor.

Art

Printing

Children will look at Anglo Saxon art and will use different printing techniques to create their own versions, learning about how to do this most effectively.

Physical Education

Gymnastics

Spring 2

Roman Britain

English

Poem – IF

Children will learn about the structure of poetry and explore the specific vocabulary choices as well as learning about the purpose of poetry. They will then create their own Roman imitations of a famous poem.

Recount- Roman Soldier

Children will learn about the unique tone of a confession letter and how the formality of the text should shift throughout it. The use of conjunctions to aid cohesion as well as the use of the pronouns will be central to the learning and they will learn to use the correct verb tenses throughout the piece.

Maths

See long term maths plan for year group.

Science

Light

Children will recognise that light appears to travel in straight lines and will make the link that this means that objects are seen because they give out or reflect light. They will learn about how our eyes interact with the light to enable us to see things and how shadows are formed.

History

Roman Britain

Children will study the impact of the Romans on Britain. They will learn about how they introduced new buildings, roads and food and specifically the impact they had on the city of London and what that was like during the era of roman rule. Overall, children will gain a clear understanding of the narrative and time frames of the Romans' rule in Britain.

Geography

Roman Britain

Children will learn about how the Romans changed Britain geographically - how they built roads and transport links and how they developed certain areas of the country, including London, to play certain roles in their empire.

Computing

Using and applying

This computing project provides children with the opportunity to use and apply the skills they have developed throughout the year. Working in groups over several sessions, children will plan, design and promote a new computer game.

Art

Sculpture

Children will explore Roman sculpture and the proportion and size of different sculptures. They will sketch and then imitate these sculptures using a range of materials of their choosing.

Physical Education

Net / Wall Games

Summer 1

Ready for SATs

English

Instructions

Children will learn about how to use modal verbs to make the message of their instructions accurate, and how to create cohesion across a set of instructions with adverbial openers and use of the pronoun.

Maths

See long term maths plan for year group.

Science

Revision

History

Revision

Geography

Revision

Computing

Revision

D.T.

Revision

Art

Revision

Music

Revision

Physical Education

Athletics

Summer 2

Community

English

Areas of development as identified by internal or external moderation will be planned in using the remaining time.

Maths

See long term maths plan for year group

Science

Living things and their habitats

Children will learn how to describe how living things are classified into broad groups based on their characteristics. They will then use this knowledge to group and classify animals and explain the choices they have made in this process.

History

Local history

Children will explore how Lewisham looked and worked in the Victorian times including local business and how they have changed over the course of time. They will make use of primary evidence such as photographs in order to do this.

Geography

Local area improvement

Children will locate United Kingdom in the context of Europe, England in the context of the UK, the counties of England in the context of England, London in the context of the counties and Lewisham in the context of London. They will work on identifying an aspect of Lewisham Town Centre that could be improved, and will create presentations around this theme. They will compare Lewisham with a region of another European country of their choosing, and may use their research of this place as the basis of their idea for local area improvement.

Computing

Film making

This aim of this unit is to allow children to explore various aspects of film-making. In doing so, they must choose and use appropriate software in order to complete tasks such as writing a script, researching information, filming and editing. As well as using digital devices for recording (video camera or tablet), children work through pre- and post-production stages, planning good-quality interviews for a documentary and completing the process with use of video editing software such as Windows Movie Maker.

Art

St. Matthew Academy

Children will consider what St. Matthew Academy has meant to them. They will explore how murals have been used to summarise feelings and commemorate important moments such as leaving a primary school. They will design their own mural related to their time at the academy.

Physical Education

Striking and fielding games