

St Margaret's at Cliffe Curriculum Overview for Year 5 Term 2 2020 - 2021

English

Reading

Maintain positive attitude to reading by reading a wide range of books, including myths, legends and traditional stories, modern fiction, fiction from our heritage and books from other cultures and traditions.

Maintain positive attitude to reading by identifying themes and conventions across a range of writing.

To understand what they read by drawing inferences and justifying inferences with evidence.

To understand what they read by summarising main ideas drawn from more than one paragraph, identifying key details that support main ideas.

Discuss and evaluate how authors use language, including figurative language and discuss impact on reader.

To provide reasoned justifications for their views.

Distinguish between statements of fact and fiction.

To retrieve, record and present information from non-fiction.

Writing Transcription

Use prefixes and suffixes and understand guidelines for using them.

Use knowledge of morphology and etymology in spelling.

Use a thesaurus.

Write legibly and fluently.

Spell words with silent letters.

Use prefixes and suffixes.

Distinguish between homophones.

Use knowledge of morphology and etymology in spelling.

Use dictionaries to check meaning and spelling of words.

Distinguish between homophones.

Writing Composition

Plan writing by identifying audience and purpose.

Plan writing by noting and developing initial ideas, organisational and presentational devices to structure text and guide the reader.

Plan writing for narratives by considering how authors have developed characters and settings.

Perform own compositions using appropriate intonation, volume and movement.

Draft and write by selecting appropriate grammar and vocabulary.

Draft and write by using a range of devices to build cohesion within and across paragraph

Use semi colons, colons or dashes to mark boundaries between clauses.

To evaluate and edit by ensuring the consistent and accurate use of tense.

Ensure correct verb and subject agreement.

Mathematics

Number and Place Value

Count on/back in 10s, 100s, 1000s from 4-digit numbers.

Compare 4-digit numbers and find a number lying 'in-between.'

Understand place value of four-digit and five digit numbers.

Understand the value of the digits in a five-digit number.

Understand the effect of, and the relationship between, the four operations.

To identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.

To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

To know and use the vocabulary of prime numbers, prime factors and numbers.

To establish whether a number up to 100 is prime and recall prime numbers up to 19.

Properties of Shape

To know angles are measured in degrees; measure angles, writing their sizes in degrees.

To identify angles at a point and one whole turn 360.

To identify angles at a point on a straight line and $\frac{1}{2}$ a turn 180.

To identify multiples of 90 degrees.

Measurement

To understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.

To measure and calculate the perimeter of squares and rectangles in centimetres.

To calculate and compare the area of squares and rectangles including using standard units

To calculate the area of rectangles using standard units.

To convert between different units of measure.

To solve problems involving addition and subtraction of units of length.

To calculate the perimeter of squares and rectangles.

To calculate and compare the area of rectangles including using standard units, square centimetres and square metres.

<p>Music Listen with concentration and engage with music. Identify contrasting moods and sensations. Explore different textures using tuned and un-tuned sounds. Explain how sounds can create different intended effects. Explore a range of different sounds to compose a soundscape stimulated by space</p>	<p>Geography Dover and St Margaret's at Cliffe To locate where the UK is on a world map. To make comparisons between Dover and St Margaret's in Kent Be able to locate on a map four figure grid references. To name and locate local geographic physical features.</p>	<p>History Edward the confessor Be able to describe Edward the Confessor's character as a ruler. Be able to compare Anglo Saxon lives and check its historical accuracy. Be able to explain how Britain's culture, food and technology changed during the Viking/Anglo Saxon settlement period. Be able to compare Anglo Saxon leaders. Be able to evaluate how the Battle of Hastings changed Britain in AD 1066.</p>	<p>Computing Coding To understand how they can use the internet and technology safely. To represent a program design and algorithm. To create a program that simulates a physical system using decomposition. To explore string and text variable types so that the most appropriate can be used in programs. To program a playable game with timers and score pad.</p>
<p>RE What would Jesus do? Can we live by the values of Jesus in the twenty-first century? Be able to explain which people are special and why are they special to us. Be able to explain why Jesus is inspiring to some people. Be able to outline Jesus' teaching on how his followers should live. Be able to explain the impact Jesus' example and teachings might have on Christians today. Express their own understanding of what Jesus would do in relation to a moral dilemma from the world today.</p>	<p>PSHE Celebrating Difference I understand that cultural differences sometimes cause conflict. I understand what racism is. I understand how rumour-spreading and name-calling can be bullying behaviours. I can explain the difference between direct and indirect types of bullying. I can compare my life with people in the developing world. I can understand a different culture from my own.</p>	<p>Design and Technology To plan and design a balanced meal to serve on a flight. Be able to investigate similar products to get ideas and to use as a starting point for an original design. Be able to use software to help in designing. Be able to understand what is meant by a healthy diet and apply it to product design.</p>	<p>Physical Education Netball and Tag Rugby Be able to explain and demonstrate stretching for exercise Be able to play competitive games and apply basic Be able to explain the principles suitable for attacking and defending Be able to develop netball skills with passing and moving into space.</p>

Art & Design

Drawing still life

Understand the importance of art

Improve mastery of drawing through observations.

Develop observational skills

Develop awareness of shape, size, form and scale.

Adapt and refine our work

Experiment with colour and tone

Modern Languages - French

All about ourselves

Listen attentively to spoken language and show understanding by joining in and responding

Be able to explain how they are feeling

Be able to name some parts of the body

Be able to respond appropriately when asked a simple question

Be able to give a simple description of their eyes and hair

Be able to place the adjective correctly in a simple sentence

Be able to use a small number of everyday verbs in simple dialogues

Learn the vocabulary for: Alphabet, colours, family, days and months and ages.

Science

Animals including humans

To be able to describe the changes as humans develop from birth to old age

To be able to record data within tables.

To be able to present conclusions.

To develop understanding of the life cycle of different animals e.g. mammal, amphibian, insect bird.

Be able to explain the differences between different life cycles.

Be able to create a timeline to indicate stages of growth in humans.