


<p style="text-align: center;"><u>PE</u></p> <p><u>PE Days: Monday and Thursday (note change of day)</u></p> <p><u>Dance</u> - Children will learn salsa style dancing and will learn to follow a simple routine.</p> <p><u>Handball:</u> Passing, catching and tactics.</p>	<p style="text-align: center;"><u>Stunning start</u></p> <p>Investigate and create showground art.</p> <p>Creating their own fairground - based on income and expenditure. They will work in groups to invent their own amusement park, naming it and theming different areas. They will create a map for tourists to follow and</p>	<p style="text-align: center;"><u>Maths</u></p> <p><u>Multiplication and division</u> Multiply a 4-digit number by 1-digit Multiply a 2, 3 and 4 digit numbers by 2-digit number including multiplication problems Short division Divide a 4-digit number by 1 digit Divide with remainder</p> <p><u>Fractions</u> Multiplying fractions Fractions of amounts</p>	
<p style="text-align: center;"><u>DT/Art</u></p> <p>Pulleys + Electrical Systems - Fairground rides e.g Ferris wheel/carousel</p> <p>Design and make a fairground ride which shows an understanding of our science (electricity, forces and light). Decorate the art using fairground art ideas.</p>	<p style="text-align: center;"><u>Fabulous finish</u></p> <p>Exhibition of fairground rides to share all the fun of the fair</p>	<p style="text-align: center;"><u>Personal, Social, Health and Economic (PSHE)</u></p> <p>Looking after our teeth. Relaxation. Celebrating mistakes. Meaning and purposes. Emotions and Mental health</p> <p style="text-align: center;"><u>Learning and Life Skills</u></p> <p>‘Being a better learner’ Identifying how I learn and develop best.</p>	
<p style="text-align: center;"><u>Geography</u></p> <p>To use maps and atlases to locate specific places. Map the journey which would have been visited by Roma people.</p>	<p style="text-align: center;"><u>Year 5</u></p> <p style="text-align: center;">What lies behind ‘all the fun of the fair’?</p>  <p style="text-align: center;">Spring Term 1</p>	<p style="text-align: center;"><u>English</u></p> <p>Reading: VIPERS activities based around the key text - ‘Leon and the place between’</p> <p>Writing: Writing a persuasive leaflet to encourage visitors to their fairground and narrative writing developing action and dialogue between characters.</p> <p>Grammar: Formal and informal language; using brackets, dashes and commas to add extra information.</p>	
<p style="text-align: center;"><u>Science</u></p> <p>Understand how to construct different electrical circuits. Understand conductor and insulators. Recognise some mechanisms including levers, pulleys and gears.</p>			<p style="text-align: center;"><u>Outdoor learning</u></p> <p>We will be taking our learning outdoors for different subjects when the opportunity arises.</p>
<p style="text-align: center;"><u>Computing</u></p> <p>Programming - Selection in Physical Computing</p>		<p style="text-align: center;"><u>Music</u></p> <p>Children will be learning about composing and chords</p> <p style="text-align: center;"><u>Spanish</u></p> <p>Las Frutas (Fruits)</p>	
<p style="text-align: center;"><u>RE</u></p> <p><u>Concept:</u> Creation Stories</p> <p><u>Key Questions:</u> How does the creation story vary between different religions?</p>			

Year 5 Spring Term 1
What lies behind “all the fun of the fair?”
Glossary of Key vocabulary

As part of our learning experience this half term, we will be focusing on learning, understanding and using key vocabulary. Here are some of the words your children will be using. Some of these words we may have come across before, so this is an opportunity for us to revisit and consolidate our prior learning and some will be new, to further develop our subject specific vocabulary. This glossary will help you to support the children at home when they are talking about their learning.

<p><u>Science</u></p> <p>Gravity- the force that pulls objects towards the centre of the earth Friction - action of one surface or object rubbing against another. Mechanism - a system of parts working together in a machine Lever - a rigid bar resting on a moveable point, used to move a heavy or firmly fixed load with one end when pressure is applied to the other Pulley - a wheel with a grooved rim around which a cord passes, which is used to raise heavy weights</p>	<p><u>Design & Technology</u></p> <p>Purpose - the reason for which something is done or is created Function – to work or operate in a proper or particular way Appeal - be attractive or interesting Design criteria - the explicit goals that a project must achieve in order to be successful. Product - result of an action or process</p>	<p><u>Music</u></p> <p>Chord - a group of (typically three or more) notes sounded together Composer - a person who writes music Notation - written symbols used to represent notes in music Notes - a single tone of pitch made by a musical instrument or the human voice Percussion - musical instruments played by striking with the hand or with a stick or beater, or by shaking, including drums, cymbals, xylophones, gongs, bells, and rattles.</p>	
<p><u>Spanish</u></p> <p>una manzana – An apple una naranja – an orange un albaricoque – an apricot Me gustan – I like No me gustan – I do not like</p>	<p><u>PE: Dance:</u></p> <p>Canon – to perform moves one after the other Choreography –the creation of a dance routine routine – a series of dance moves put together to match the music <u>PE: Basketball:</u> accuracy - the quality of being correct or precise aim - direct at a target. Control – to direct activity</p>	<p><u>Computing</u></p> <p>Evaluation - the process of ensuring a solution is a good one: that it is fit for purpose Feedback - an event that occurs when the output of a system is used as input back into the system as part of a chain of cause and effect. Image – picture used in a computer program Instruction - an order that is given to a computer processor by a computer program</p>	<p><u>RE</u></p> <p>Creation – how something is formed Religion - the belief in and worship of a superhuman power or powers, especially a God or gods. Belief - an acceptance that something exists or is true</p>