

English

During this half term, we will be taking our inspiration from a short film titled 'One Small Step'. This unit fits complements our Science unit of 'Earth and Space'. We then finish the half term looking at the classic Lewis Carroll poem 'Jabberwocky'.

Geography – Why do oceans matter?

In this unit we will:

- Find out the importance of our oceans.
- Locate and describe the Great Barrier Reef.
- Explain the impact humans have on coral reefs and the ocean.
- Understand ways to keep our oceans healthy.
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PE

Invasion games (Sycamore)

The Joy of Moving programme with Stevenage Borough which focuses on active lifestyles (Juniper)

DT

Electrical systems: Wobble bots

Exploring the use of motors and designing and making a motorised product.

Science

Earth and Space

In this module, children develop their knowledge of the Earth's (and other planets') place in the solar system, and their relationships with other bodies in space, in particular with the Sun.

Children also learn how the Earth's orbit determines the length of a year and why we have leap years.

Year 5 Spring Term 2

PSHE

Healthy me

We will explore how to make healthy choices including understanding the risks of smoking and drinking. We will explore basic first aid which can be used in emergencies and explore body images especially of those portrayed in the media.

Maths

Decimals: writing, comparing, adding, subtracting and rounding

Percentages

Geometry: Angles, parallel lines and diagonals, regular and irregular polygons

RE

Why is Water Symbolic?

In this unit we will be taking a closer look at how water is used as a symbol and its use in rituals and ceremonies.

French

Weather

In this unit, we learn about 10 different weather conditions. We will then be learning how to present our own weather forecast.

Computing

Game Creator

The children will begin by reviewing and analysing computer games. They will then design a setting and upload images to create walls, floor and roof. They will design characters and add animation and sounds to these characters. They will experiment with appropriate options to maximise playability and write instructions so others can play it.