Fact or Fiction?
Learning Journeys

English: Writing and Reading- Legends and Poetry

Grammar/Punctuation Activities
Noun phrase and Colons, Semi Colons, dashes and hyphens.

Writing Activities
How to build a piece of writing. Plan, write, proofread and edit a piece written from Guy's perspective

Non- Fiction Activities-
Study bias and balance in reporting and produce their own TV news report.

Introduce Poetry Unit- Discuss the power of imagery

Reading Activities-
Develop the understanding of the story in small steps. Discuss language and understand key phrases

Reading activities
Use a variety of poems to explore metaphor and simile. Understand the poem in small steps and by use od drama.

Ongoing
Reading comprehension skills
- (Literal, inference and evaluation questions)
- Using quotes to show evidence
- Class Books- Morpurgo- Outlaw and Arthur
- Poems by Ted Hughes, Roger McGough, Ted Hughes, James Reeves and Carl Sandburg

Introduce Legends- Discuss what a legend is and who is Robin Hood

Writing Activities
Produce own free poem linked to imagery.

Non Fiction- Fact or fiction? Should humans rule the world? A balanced argument.

Cross curricular writing- Oral history- stories from the locality- transcriptions and our own stories.

Cross Curricular links- History and Geography. See other learning journeys

English: Grammar, Spelling and Punctuation

Spelling

1. Suffixes 1 plus –ough words

2. –Suffixes 2 plus words off Y5/6 word list

3. –Suffixes 3 plus Homphones

4. –Suffixes 4 plus words off Y5/6 word list

5-Suffixes 5 2 plus words off Y5/6 word list

6. –The sh sound spelt ti or ci plus homophones

Grammar

1) Word classes revise and extend

2) synonyms and antonyms

3. Revision of use of complex punctuation

4. Revise and extend- phrases and clauses.

5. Investigation into phrases- how do they improve our writing?

6) modal verbs

7. Revision of apostrophes

7. Proof reading practice. How can I identify errors?

Place Value- read write and compare numbers up to 7 digits and with decimals

Division strategies

Addition strategies

Multiplication strategies

Subtraction strategies

Fractions-terms, make equivalent, improper, adding, multiply, divide and solve problems

Geometry- position and direction

All times tables- review and extend.

Number bonds, mental addition and subtraction

X and ÷ by 10, 100, 1000

Negative numbers

Time

Mental multiplication- e.g by 4, 8, 5, 25, 19, 29, 99

Simple percentages of amounts

Mental division- e.g by 2, 4, 8, 5, 20, 25.

Keep working on 'number sense' by looking at weekly puzzles, applying knowledge

Mathematics

What is Oral History? Why is it important?

Introduction from Tim- Rusland Horizons

Learn how to use the recording equipment

Practice using the equipment

Choose who we want to interview

Pose questions and interview!

Record, check, edit and transpose

Publish on website- create history!

Agility, Balance, Co-ordination. Games and challenges to improve our skills

Sportshall Athletics- practice skills and then compete. Y5/6 team to enter competition at UVHS

Hockey- practice skills and then compete. Y5/6 team to enter competition at UVHS

Warm up games- Rhythm and pitch- Bronze, silver and gold challenges

Learn to sing the song-Vocal warm ups and singing

Play instruments with song

Improvise with the song

Compose with the song using instruments

Computing

Ongoing computer skills used in other subjects-

PowerPoints, excel, posters via publisher, word processing through Word and Purple Mash.

Using creative programmes with Purple Mash.

E-Saftey- Passwords- how to create them and use them safely

Purple Mash- An introduction to the website, hand out logins and Y5/6 choose a password

Programming- Using purple mash to get used to how the programming works- Children to work through one from each section- Chimp, Gibbon, Gorrila

Programming- Explain what object, action, output control and event are.

Programming- Describe how their program simulates a physical system

Programming-Use repetition commands and if statements

Programming-Debugging- how to solve problems

Programming- introduce variables and free coding