

Term 4 Plan for Year Five and Six April / May 2018

Maths

- identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- draw given angles, and measure them in degrees
- identify: angles at a point and one whole turn (total 360 degrees)
- angles at a point on a straight line and 1/2 a turn (total 180 degrees)
- other multiples of 90°
- use the properties of rectangles to deduce related facts and find missing lengths

Art / Design Technology

- Blitz silhouettes using a range of media.

Keep Calm and Carry On

WOW Day
Holdenby House!

RE Words of Wisdom

What can we learn from reflecting on Christian, Sikh and Muslim wisdom?

P.E.

- Athletics
- Tennis

Fantastic Finish
End of war celebration - VE day

Middle Blitz - silhouettes

Computing

- The children will be building on their previous learning by completing the next level of coding.

Special Events

SATS week:
14-17th May

Please make sure your child attends school every day.

History / Geography

Children will learn about a significant event in history - WWII:

- demonstrate factual knowledge of the events of World War 2;
- show understanding of the impact of the Second World War on children in particular and society in general;
- give reasons for, and the results of, evacuation;
- identify different ways in which the Second World War has been represented;
- ask questions and answer them using a range of sources;
- communicate their learning, using specialist terms in ways that show understanding.

English

Children will learn to:

- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Identifying how language, structure and presentation contribute to meaning.
- Retrieving, recording and presenting information from non-fiction text.

Draft and write by:

- Selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning;
- Describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action