

YEAR 5

SPRING TERM OVERVIEW

Vive la France!

Geography
European Study
Study region of Europe (France).
Understand biomes, vegetation belts, land use, economic activity and distribution of resources.
Use 4 and 6 figure grid references on OS maps.
Understand latitude, longitude and time zones.

French
Vocabulary development
Develop appropriate pronunciation of simple French greetings and conversational language.

English
Lion Boy – book study
Diary writing – from Charlie’s point of view.
Advertisements – for the circus.
Description – of the circus.
Newspaper reports – Boy and Lions escape.
Discussion – for and against circuses.

SMSC Links
Learning about French culture and influences

Art
Pointillism
Improve mastery of techniques such as drawing and painting.
Learn about great artists.
Using sketch book to collect, record, review and revisit ideas.

Music
French Music
Listen to a range of French music to discover a variety of styles and genres.
Use ‘Frere Jacques’ to develop our playing skills.

Computing
Making a Website
Understand uses of networks for collaboration and communication.
Be discerning in evaluating digital content.
Create a website of your own content.

Science
Changing State
Classify materials according to a variety of properties.
Know about reversible changes and identify irreversible.
Understand mixtures and solutions.
Longitudinal Study: Butterflies

Maths
Formal methods of addition, subtraction, multiplication and division.
Area of compound shapes, time and measure.
Problem solving, fractions and place value work.

PSHE
Going for Goals
Good to be me

Computing
Making a maths quiz
Planning, testing and refining algorithms to make an interactive maths quiz with a score based on variables.

RE
Sacred Texts
The Crucifixion

Music
Music History
Listen to a variety of different musical genres and key musical figures.
Discover the characteristics of these genres.

PE
Gym
Dance
Develop flexibility and control in gym and dance.
Compare performances to achieve personal bests.
Swimming
Improve stroke technique and stamina.

DT
Programmable Moving Toys
Create moving toys using a range of mechanisms.
Control these toys using ICT programming software.