

Learning Overview – Key Stage 2 Years 5 & 6 Owls

Autumn Term 2018 Learning Theme: Dragons and Knights

History

- Researching the achievements of the earliest civilisations – The Shang Dynasty: Ancient China.
- Looking at the beliefs and traditions of people of Ancient China.
- Finding out about oracle bones and early writing.

Geography

- Using maps, atlases and digital mapping to locate countries around the world and to describe its physical features to describe the different landscapes that dragons live in.
- Creating a 3D salt dough map to show topographical features of a dragon's landscape

Religious Education

- Exploring the values and commitments inspired and taught by the founder of Buddhism – Siddhartha Gautama (Buddha).
- Finding out what positive examples Buddha set.
- Creating a role play to tell a story to explain the meaning of karma.

Maths

- Developing number sense by ordering numbers, counting in powers of ten and rounding.
- Using formal written methods and mental calculations for addition and subtraction.
- Using graphs to solve sum, difference and comparison problems.
- Focusing on mental multiplication and division and learning about multiples and factors.
- Converting between metric units of measurement and between measurements of time.
- Measuring angles using protractors.
- Solving multistep problems.

Literacy

- Reading fiction and non-fiction texts about knights and dragons with a focus on archaic text and language and making historical and cultural links.
- Writing an 'overcoming the dragon' story in the style of Kevin Crossley-Holland's Beowulf.
- Writing a newspaper recount about a dragon sighting focusing on using time adverbials.
- Writing a free verse poem exploring poetry by Jackie Collins and Pie Corbett.
- Writing a non-chronological report using descriptive language.
- Focusing on encouraging independent reading.

Community & Citizenship

- Working with a community group to contribute to a Remembrance Wall hanging
- Writing the Class Agreement and electing Children's Council representatives

Creative & Critical Thinking

- Children will ask their own questions relating to the topic which they can then explore throughout the term.

Personal Development

- Establishing our class agreement
- Exploring the difference between 'likes' online and 'likes' in real life and how this makes us feel.
- Creating playground games and thinking about how exercise can be good for the body and mind

Digital Application

- Publishing writing in literacy and final outcomes.
- Using ICT to create a nature documentary.
- Using programming software to create games.

Science

- Studying the work of a naturalist, looking at the work of Steve Irwin and David Attenborough.
- Classifying microorganisms, plants and animals into vertebrates and non-vertebrates.
- Using the knowledge of food chains and life cycles of animals to create a mini-documentary in the style of a nature programme about an imaginary dragon.

Language

- Learning the names of animal body parts and colours in French.
- Writing in full sentences and using adjectives.
- Reading and understanding the pattern of language in 'Va-t-en Grand Monstre Vert'.
- Being language detectives using the books 'zebulon' and 'le chateau du petit prince'.
- Creating a poem in French about their own dragon.

Final Outcomes

- Designing and making a light-up dragon, knight or castle toy.
- Publishing a poem about 'mon dragon' in French.
- Making a David Attenborough-style documentary about an imaginary dragon.
- Using clay to make a 3D dragon eye sculpture
- Creating and teaching Otters a playground game to play as an alternative to gaming online.
- The children will discuss and take ownership over how to present other final outcomes as their learning progresses through the term.

Computing

- Using a range of apps including imovie to create an animation on the theme of Planet Earth
- Learning about how to use technology safely and responsibly using resources on the ThinkUKnow website.
- Using apps to design, write and debug programs to create a quiz about the Shang Dynasty.

Art & Design

- Studying dragon designs in Chinese art and using watercolours to create own artwork.
- Creating dragon eye artwork with both drawing techniques and clay to make a 3D sculpture.
- Evaluating work using language of art, craft and design.

Physical Education

- Football and P.E. Key Skills.

Drama & Dance

- Learning traditional medieval folk dance.

Music

- Learning to play medieval folk music on the recorder.
- Performing a piece of music as a group.
- Learning to read musical notation and how to play the notes on the recorder.

Design & Technology

- Using knowledge of electric circuits to make games and activities with switches, bulbs, buzzers and motors.
- Conducting research, designing, planning and evaluating the product.
- Taking part in a 'dragon's den' activity to market the product.