

Maths

Children will:

* Find perimeter of rectangles, rectilinear shapes and polygons
* Work out areas of rectangles and compound shapes
* Work with shapes to classify, estimate and measure degrees
* Draw lines and angles accurately and around a point
* Read and plot coordinates
* Problem solve with coordinates
* Learn about reflection in horizontal and vertical lines

So that they…

Measure and calculate the perimeter of composite rectilinear shapes

in centimetres and metres

Know angles are measured in degrees

Can estimate and compare acute, obtuse and reflex angles

Use the properties of rectangles to deduce related facts and find

missing lengths and angles

Identify, describe and represent the position of a shape following a

reflection or translation, using the appropriate language

Science

Children will:

* Learn about living things and habitats
* Children will look at the process of different reproductions and life cycles. Including: plants, mammals, amphibians, insects and birds.
* Children will explore reproduction in different plants including methods of pollination and asexual reproduction.
* Children will take cuttings from plants, to create clones of the parent plant.
* Children will make life cycle wheels to present their learning
* Children will looks at Jane Goodall and her work with now-endangered chimpanzees in Africa.

So that they..

develop a deeper understanding of living things and habitats, and the way they reproduce. Are able to identify parts and functions of a flower. Able to tell some differences between sexual and asexual reproduction. Describe ways plants can be pollinated. Give some facts about Jane Goodall

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English

Children will:

* Carry out class discussions about current topics
* Explore the features of discussion texts
* Write discussion texts based on rainforests
* Develop and practice their knowledge of how to structure a paragraph
* Create a diary entry from the perspective of a character from The Jungle Book
* Learn and apply a range of grammatical features such as, ‘when’ and ‘where’ adverbials and conjunctions to link their ideas together
* Continue to develop their handwriting

So that they…

Develop and express ideas and opinions confidently and with justification

Know about a wide range of text types

Write good quality non-fiction texts

Engage their reader

Structure their writing in ways that make it easy to understand

Produce writing which flows nicely from one point to another

Write in a legible, joined-up style

Teacher: Nazmeen Class: Turquoise Year: 5 Term: 3:1 2023/24

Geograpghy

Children will... have an in-depth knowledge of the structure and wildlife found in rainforests, with a focus on the Amazon rainforest. They will compare and contrast the different ways in which humans use the rainforests and will use higher order thinking skills to understand how humans can have an impact on the geography of a place.

So that children understand: The world’s rainforests are located close to the equator because this is the hottest part of the world. Rainforests have unique climates and conditions, and because of this there are many species of plant life and wildlife which are only able to survive in the rainforest.  The world’s largest rainforest is the Amazon in Brazil. The Amazon and other rainforests are home to native tribes, each with their own unique ways of life. The rainforest tribes aim to live in a way which is sustainable, and which does not exploit or harm the rainforest. The Amazon is home to many unique natural resources, and because of this it is often exploited. Deforestation is responsible for the irreversible destruction of more than 20% of the Amazon rainforest.    
- Children should be aware of the contrasting ways in which humans treat the rainforest.  

DT

Children will…

* Design a prototype of a 3D model. Children will design digital Timers/Thermometers. Children will look at existing products and evaluate them. And then use their findings to design their own prototype. So that they...Know that a prototype is a 3D model, made out of cheap materials, that allows us to test design ideas and make better decisions. ​Apply the results of research tofurther inform your design criteria.​

PE

Children will:

* Tennis - **Mondays**
* Will go swimming this term - **Tuesdays**

So that they…

Improve coordination and listening skills.

Orientate a map and locate points on the map in a set order.

Use constructive criticism to improve their work.

Become increasingly confident in the water and develop their technical ability to swim with grace and speed.

RE

Children will: consider the key question: What can be done to reduce racism and can religion help? Look at different faiths and see what things matter to them the most. Ask question: why racism is unfair and what the different religions teach regarding living together and the way other people should be treated. Why was Bristol’s statue of Edward Colston offensive but the statue of John Wesley celebrates anti-slavery.

So that they…

* make connections between different beliefs and what they have to say about humanity.

consider similarities and differences between beliefs and behaviour in different faiths. Describe links between religious teachings and practices and the struggle to reduce racism giving simple examples.

Identify special objects and symbols found in a sacred place and the significance they hold within that faith.

PSHE

Children will…

* know how to make friends
* try to solve friendship problems when they occur
* help others to feel part of a group
* show respect in how they treat others
* know how to help themselves and others when they are upset or hurt
* know and show what makes a good relationship

So that they...Know how to take care of their mental health

Understand stages of grief

Recognise when people are trying to gain power and control

Judge whether something is safe or helpful online

Use technology positively and safely

Computing

Children will:

* Learn about online safety
* Explore the concept of variables in programming through games in Scratch

So that they…

Can identify examples of information that is variable

Can identify a program variable as a placeholder in memory for a single value

Can decide where in a program to change a variable

Can create algorithms for a project

Can identify ways that my game could be improved