



Year Five Half Termly Overview 2022-23

Spring 2



| | 20.02.23 | 27.02.23 | 06.03.23 | 13.03.23 | 20.03.23 | 27.03.23 |
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| Key Events | | World Book Day | P4C day 8 th | Science Week | Planetarium visit LUniverse | Holy Week |
| | | | Dodgeball 8 th | Slavery trip | | |
| Focus weeks | | | | Science | Science | RE |
| | | | | History | | |
| Room of Wonders/ Trip/ Visitor | | | | | | |
| English | Curiosity by Markus Motem | | | | | |
| Maths | Multiplication and division | | | Fractions | | |
| RE | Why do Christians believe that Easter is a celebration of victory? | In what ways is Christ's death and resurrection a victory? | What is Jesus victorious over and why? | How does his victory affect the lives of Christians today? | How do the events and services that take place in churches during Holy Week and Easter reflect Christian belief that Jesus' death and resurrection was a victory? | What did Jesus do to save human beings? |
| P4C | Stereotypical male and female | | | Save the turtles! | | |
| PSHE | Community Belonging to a community Media literacy and digital resilience | | | | | |
| Science | Can you describe the movement of the Earth, Sun and Moon in relation to one another? | Can you explain the apparent movement of the sun across the sky? | Can you explain how the Earth's tilt creates seasons? | Can you describe how the phases of the moon are created? | Can you explain the differences between the heliocentric and geocentric model of the solar system? | Can you name and order the eight planets in the Solar System? |



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| Geography | What are the UK's Highest mountains like? | | What is it like in the Himalayas? | | | What do you know about the world's highest mountains? |
| History | | How different was life at different levels of society? | | Why do we have to be so careful when using portraits of Elizabeth I? | How did Elizabeth defeat the Spanish armada? | What can we learn about Elizabethan England by studying their leisure time? |
| Art & Design | | | | | | |
| D&T | Pulleys | | | | | |
| Music | Understand musical notation Reading music from a stave Singing expressively | | | | | |
| Computing | iProgram unit 2 | iProgram unit 2 | iProgram unit 2 | iProgram unit 2 | iProgram unit 2 | iProgram unit 2 |
| MFL | Mes passe-temps | Le weekend | Les instruments de musique | Les films | À l'école | |
| PE | Dance – to create a solo and a partner dance. Character: Respect. To create a solo depicting the difference in humans. | Dance – to create a well-structured dance in a group depicting planets. Character: Respect – to respect the ideas of everyone in the group. | Dance – To create a dance following a narrative. Character: respect – to be respectful when working as a group. | Dance – To create a dance and perform in unison. Character: Respect – to create a small group dance showing respect for other people's ideas. | Dance – To create a new duet. Character: Respect – to work with respect for one another when creating a duet. | Dance – To select, structure, rehearsed and perform a dance with a range of skills. Character: Respect – To show respect for everyone whilst structuring the dance. Listening to people's ideas and responding respectfully. |
| | Creative Games – To dribble and | Creative Games – To select and apply | Creative Games – To create a | Creative Games – To work as a team | Creative Games – To adapt an | Creative Games – To apply simple |



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| | <p>pass and receive a ball. Character: decision making – to make decisions when to pass the ball in a game situation.</p> | <p>appropriate tactics when playing invasion games. Character: decision making – to make decisions on when to pass the ball.</p> | <p>rugby type game and select and apply tactics to outwit and opponent. Character: problem solving – to adapt experience of games and generate ideas and explore possibilities to create a unique game.</p> | <p>to solve tactical problems through designing a unique invasion game. Character: co-operation – to share ideas and resources. To work towards a shared goal.</p> | <p>invasion game to include positions and attacking/defending options. Character: Evaluation – To evaluate an invasion game and offer suggestions for improvements.</p> | <p>attacking and defending tactics when playing an invasion game. Character: Evaluation – to evaluate own work and that of others</p> |
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