



# Year Five Half Termly Overview 2023-2024

## Spring 2

	19.02.24	26.02.24	04.03.24	11.03.24	18.03.24	25.03.24
<b>Key Events</b>			<b>World Book Day</b>	<b>Science Week</b>		<b>Holy Week</b>
<b>Focus weeks</b>	<b>ART Science</b>	<b>History</b>	<b>English</b>	<b>Science D&amp;T</b>	<b>D&amp;T</b>	<b>RE</b>
<b>Room of Wonders/ Trip/ Visitor</b>	<b>School Tasking pm</b>		<b>School Tasking pm</b>	<b>Mon 11<sup>th</sup> – STEM workshop Wed 13<sup>th</sup> - Dodgeball</b>	<b>School Tasking pm</b>	
<b>English</b>	Curiosity by Markus Motem					
<b>Maths</b>	<b>Fractions B</b>		<b>Statistics</b>		<b>Decimals B</b>	
<b>RE</b>						
<b>P4C</b>	<b>Stereotypical male and female roles</b>			<b>Save the turtles!</b>		
<b>PSHE</b>	<b>Healthy Relationships</b> (SAFENET session every Friday)					
<b>Science</b>	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?



## Year Five Half Termly Overview 2023-2024



<b>Geography</b>	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?			
<b>History</b>	Can you compare life at different levels of society in Tudor times?		What can we learn about Elizabethan England by studying their leisure time?			
<b>Art &amp; Design</b>	<b>Water colour painting continued -</b> Can you create a landscape watercolour painting?	<b>History ~ Creative task</b> Creating Tudor houses				
<b>D&amp;T</b>			<b>Pulleys</b> *Space focus* Mars Rover Robotic Arm			
<b>Music</b>	<ul style="list-style-type: none"> <li>Listen and copy back simple rhythmic and melodic patterns.</li> <li>Identify drum patterns, basslines, riffs, and play them using body percussion and voices.</li> <li>Demonstrate an understanding of the history of Argentine Tango.</li> </ul>					
<b>Computing</b>	<b>iProgram unit 2</b>		<b>eSafety</b>			
<b>MFL</b>	<b>Norriture</b> <b>Au Restaurant</b> <b>Au café</b> <b>La norriture saine</b>					
<b>PE</b>	<b>Dance – to create a solo and a partner dance.</b> Character: Respect. To create a solo depicting the	<b>Dance – to create a well-structured dance in a group depicting planets.</b> Character: Respect – to respect the ideas	<b>Dance – To create a dance following a narrative.</b> Character: respect – to be respectful when	<b>Dance – To create a dance and perform in unison.</b> Character: Respect – to create a small group dance	<b>Dance – To create a new duet.</b> Character: Respect – to work with respect for one another when creating a duet.	<b>Dance – To select, structure, rehearsed and perform a dance with a range of skills.</b> Character: Respect – To show respect



## Year Five Half Termly Overview 2023-2024



	<p>difference in humans.</p>	<p>of everyone in the group.</p>	<p>working as a group.</p>	<p>showing respect for other people's ideas.</p>		<p>for everyone whilst structuring the dance. Listening to people's ideas and responding respectfully.</p>
	<p><b>Creative Games – To dribble and pass and receive a ball.</b> Character: decision making – to make decisions when to pass the ball in a game situation.</p>	<p><b>Creative Games – To select and apply appropriate tactics when playing invasion games.</b> Character: decision making – to make decisions on when to pass the ball.</p>	<p><b>Creative Games – To create a rugby type game and select and apply tactics to outwit and opponent.</b> Character: problem solving – to adapt experience of games and generate ideas and explore possibilities to create a unique game.</p>	<p><b>Creative Games – To work as a team to solve tactical problems through designing a unique invasion game.</b> Character: co-operation – to share ideas and resources. To work towards a shared goal.</p>	<p><b>Creative Games – To adapt an invasion game to include positions and attacking/defending options.</b> Character: Evaluation – To evaluate an invasion game and offer suggestions for improvements.</p>	<p><b>Creative Games – To apply simple attacking and defending tactics when playing an invasion game.</b> Character: Evaluation – to evaluate own work and that of others</p>