

**Computing**      **Coding to Create a Game**

- Use the Scratch program to create sprites and backgrounds according to the game specification
- Name sprites
- Use mouse and keyboard as controls
- Programme sprites to move independently
- Upload images from the internet
- Create sound effects

**Geography**      **World Geography**

- Locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions
- Key physical and human characteristics, countries, and major cities
- Name and locate counties and cities of the United Kingdom, geographical regions
- Use grid references and atlases to locate continents and countries

**PSHE**      **Substances:**

- Drugs common to everyday life
- Risks and effects of alcohol and smoking
- Rules and Laws

**PE**      **Invasion games – Tag Rugby**

- How to score
- Passing C shape
- Passing backwards
- Tackling

**Gymnastics**

- Types of flight
- Gesture and reaction to routine
- Use of equipment with flight
- Transitional movements

**Rowing Fitness**

- Rowing technique
- Cardiovascular fitness

**Football**

- Ball control Dribbling different parts of the feet.
- Passing using different parts of the feet
- Tackling
- Shooting

**History**      **Ancient Greece**

**A study of Greek life, achievements and their influence on the western world**

- develop the appropriate use of historical terms
- address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance.
- construct informed responses that involve thoughtful selection and organisation of relevant historical information
- understand how our knowledge of the past is constructed from a range of sources.

**French**      **Time Telling and Food**

- Food and Drink Vocabulary
- Likes and Dislikes of Food
- Create a Menu

**Year 5 Autumn 2**

**DT**      **Food Tech**

- Eatwell Guide.
- Food hygiene and kitchen safety.
- Methods of combining ingredients.
- Methods of cooking - baking.
- Dough making.
- Knife skills.
- Greek and Maya recipes.

**RE**      **Was Jesus the Messiah?**

- Why was Jesus needed on earth?
- What kind of Messiah were people waiting for?
- How do the gospels show Jesus as Messiah?
- Did everyone think Jesus was the Messiah?
- What is the incarnation, for Christians?

**Art**      **Van Gogh**

- Form an artistic opinion
- Recognise technique
- Effectively use water colour, oil pastel and pencil
- Create printing block
- Learn to print using ink

**Music**      **Ancient Greeks**

- Notation: include dynamic & pitch choice
- Sing: The Puffin Song, Penguin Song and The Cat called Alexander
- Listen to: composers and discuss history and context. Saint-Saens = 19C, about same time as Holst, but a different country & language
- Compose: Ideas to reflect a lion or a mouse
- Use: Dynamics, Pitch, Tempo
- Structure: Start, middle, end.

**English**      **Greek Myths**

**Texts:**

**Greek Myths**

**A Midsummer Night's Dream**

**Writing Outcomes:**

- A speech as King Minos, A section of a Greek Myth, A Battle Scene
- A Play Script

**Reading Skills:**

- Identify and discuss themes and conventions in a wide range of writing e.g. 'heroism' or 'loss'
- Predict what might happen from details stated and implied
- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
- Identify how language, structure and presentation contribute to meaning

**Maths**      **Multiplication, Division, Perimeter and Area**

- Read, interpret and draw bar charts, line graphs, read and interpret information in tables
- Multiply and divide mentally using known facts
- Identify multiples and factors and use these terms with understanding
- Find common factors of two whole numbers
- Understand prime, composite, square and cube numbers
- Multiply and divide by 10, 100 and 1000
- Perimeter and area of rectilinear shapes

**Science**      **Forces**

- A force can change an object's shape, speed or direction
- Working Scientifically:
- Labelling scientific diagrams, measurements – repeating readings, recognising and controlling variables, discussing reasons why conclusions may be uncertain
- Being able to measure forces using a newton meter
- Being able to draw force diagrams showing the size and direction of the force
- Being able to plan and carry out a fair and valid test