

## Summer 2018 Overview – Year 5

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	<b>Changing and Growing</b>		<b>Hinduism</b>		<b>Jurassic Coast</b>		<b>ARTS WEEK</b>	<b>Mapping skills</b>		<b>Book Study - Skellig</b>		<b>Play Scripts</b>		
<b>SOLE</b>			Does religion help to bring peace and harmony to society?		What do you think the Jurassic Coast will look like in the future?			How does the geographical region where you live affect your life?		To be shared once children have finished the book.		Which are closer to real life: play scripts or story books?		
<b>History</b>					<b>Task: How has the Jurassic Coast changed over the last 100 years?</b> Objective: Identify continuity and change in the history of the locality of the school.							<b>Task: Write a biography of Shakespeare's life</b> Objective: Use sources of evidence to deduce information about the past. Objective: Use appropriate historical vocabulary to communicate, including: dates, time period, era, chronology, continuity, change, century, decade, legacy.  <b>Task: Write a fact file explaining the importance of the theatre in Ancient Greece</b> Objective: Describe the social, ethnic, cultural or religious diversity of past society. Objective: Describe the		

						<p>characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.</p> <p><b>Task: Compare the theatre in Ancient Greece with the theatre today</b> Objective: Compare some of the times studied with those of the other areas of interest around the world.</p>
Geography			<p><b>Task: Should wind farms be built at Navitus Bay?</b> Objective: Identify and describe how the physical features affect the human activity within a location.</p> <p><b>Task: How is land around the Jurassic Coast used?</b> Objective: Use a range of geographical resources to give detailed descriptions and opinions of</p>		<p><b>Task: Can you draw a map of where you live?</b> Objective: Create maps of locations identifying patterns (such as: land use, climate zones, population densities, height of land).</p> <p><b>Task: Can you read 4-figure grid references?</b> Objective: Use the eight points of a compass, four-figure grid references, symbols</p>	

			<p>the characteristic features of a location.</p> <p><b>Task: How has the Jurassic Coast changed over the last 100 years?</b> Objective: Describe how locations around the world are changing and explain some of the reasons for change.</p> <p><b>Task: Can you explain why the Jurassic Coast has more tourists in the summer?</b> Objective: Collect and analyse statistics and other information in order to draw clear conclusions about locations.</p>		<p>and a key (that uses standard Ordnance Survey symbols) to communicate knowledge of the United Kingdom and the world.</p> <p><b>Task: Can you orientate a map?</b> Objective: Use the eight points of a compass, four-figure grid references, symbols and a key (that uses standard Ordnance Survey symbols) to communicate knowledge of the United Kingdom and the world.</p> <p><b>Task: Can you draw to scale?</b> Objective: Create maps of locations identifying patterns (such as: land use, climate zones, population densities , height of land).</p> <p><b>Task: Can you spot</b></p>		
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					<p><b>similarities and differences between maps?</b> Objective: Analyse and give views on the effectiveness of different geographical representations of a location (such as aerial images compared with maps and topological maps - as in London's Tube map).</p>	
<b>Art</b>		<p><b>Task: What is a Rangoli pattern?</b> Objective: Create an accurate pattern, showing fine detail.</p>			<p><b>Task: Create a detailed sketch of a chosen bird using shading and cross hatching.</b> Objective: Use a variety of techniques to add interesting effects. Objective: Use a choice of techniques to depict movement, perspective, shadows and reflection. Objective: Use lines to represent movement.</p>	<p><b>Task: Design a poster for a play script in the style of a famous play poster from the past</b> Objective: Create original pieces that show a range of influences and styles.</p>

						<p><b>Task: Create a 3D clay model of a bird using clay; use tools to add texture.</b></p> <p>Objective: Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</p> <p>Objective: Use tools to carve and add shapes, texture and pattern.</p> <p>Objective: Combine visual and tactile qualities.</p>	
<b>Design and Technology</b>							<p><b>Task: Design a theatre</b></p> <p>Objective: Create innovative designs that improve upon existing products.</p> <p>Objective: Evaluate the design of products so as to suggest improvements to the user experience.</p>

							<p><b>Task: Design a 3D set for a scene from a play script</b></p> <p>Objective: Make products through stages of prototypes, making continual refinements.</p> <p>Objective: Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.</p>
<p><b>Science</b></p>	<p><b>Task: What are the different stages of human life?</b></p> <p>Objective:</p> <p><b>Task: How do babies develop and grow?</b></p> <p>Objective:</p> <p><b>Task: Explain the life process of reproduction in some plants and animals.</b></p> <p>Objective:</p>					<p><b>Task: Create a fact file for a bird of our choice. Include key facts like: wingspan, habitat, life span, diet and adaptation to environment.</b></p> <p>Objective: Present findings in written form, displays and other presentations.</p> <p>Objective: Describe the life process of reproduction in some plants and animals.</p>	

RE		<p><b>Task: Can you design and make a board game where there are positive and negative consequences?</b></p> <p>Objective: Explain the practices and lifestyles involved in belonging to a faith community. Explain some of the different ways that individuals show their beliefs. Ask questions that have no universally agreed answers.</p>					
ICT			<p><b>Espresso Coding</b> Objectives: Set IF conditions for movements. Specify types of rotation giving the number of degrees. Set events to control other events by 'broadcasting'</p>		<p><b>Espresso Coding</b> Objectives: Set IF conditions for movements. Specify types of rotation giving the number of degrees. Set events to control other events by 'broadcasting'</p>	<p><b>Task: Using word, create a fact-file for a bird of your choice ( linked to Art work). Include wing span, life-span, diet, habitat, adaption to environment.</b></p>	

			information as a trigger. Use IF THEN ELSE conditions to control events or objects. Use lists to create a set of variables.		information as a trigger. Use IF THEN ELSE conditions to control events or objects. Use lists to create a set of variables.	Objective: Use many of the advanced features in order to create high quality, professional or efficient communications.	
<b>PSHE</b>	<b>Changing Me</b> Objective: Understand that everyone is unique and special. Can express how they feel when change happens. Understand and respect the changes that they see in themselves. Understand and respect the changes that they see in other people. Know who to ask for help if they are worried about change. Are looking forward to change.				<b>Relationships</b> Objective: 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 feel upset or hurt. Know and show what makes a good relationship.		
<b>Music</b>					<b>Task: Compose your own lyrics to fit the rhythm of Frere Jacques or Oranges and Lemons.</b> <b>Listen to and perform cockney songs.</b> Objective: Perform solos or as part of an ensemble. Sing or play expressively and in tune. Hold a part within a round. Listen with attention and detail to a range of live and recorded music from different periods and cultures with increasing aural memory.		
<b>French</b>					<b>Task: Ask for and give directions in French.</b> Objective: Ask and answer simple questions. Demonstrate a growing vocabulary. Take part in conversations to seek and give information. Write a few short sentences, using familiar expressions.		