

English

Novel as a theme - I was there...Viking Invasion (Diary focus through narrative) The children will retell historic events by creating appropriate **metaphors**, using **dashes and brackets** with **relative clauses**, and varying the use of **speech** by including the dialogue before or after the verb, or by using split speech.

Newspaper Reports– Local/National Issues
The children will use conjunctions to make links within a paragraph in non-fiction writing.

History

Anglo Saxons and Vikings: Ruthless warriors or peaceful settlers?

The children will learn about the Viking and Anglo-Saxon struggle for the kingdom of England to the time of Edward the Confessor, including Saxon-Viking rivalry and co-operation up to 1066.

RE

Christianity–Jesus: What do we mean by a miracle?

We will explore what Christian beliefs in Jesus as ‘fully human and fully divine’ mean. Pupils will understand incarnation and consider why some regard the miracles of Jesus as signs of his divine nature.

Music—Rainbow Rhythms

We will cover: representing features of a piece of music using graphic notation; composing a piece of music with voices, bodies and instruments; selecting and refining musical choices alone and with others; using musical vocabulary with confidence; and performing according to a graphic score.

Science

How are living things organised?

Children will study and understand micro-organisms such as bacteria, yeast, toadstools and mushrooms. Identify how plants can be categorised into two main groups: flowering plants; and non-flowering plants. To understand that plants can make their own food whereas animals cannot. Plan to answer questions, recognising and controlling variable where necessary.

Curriculum Enrichment

Careers event at Primet Academy linked to PSHE

A 3D printer workshop linked to our computing topic.

Class 5JW

Spring 2

Curriculum



Casterton Primary Academy

PSHE

What decisions can people make with money?

They will consider: what influences people to spend money; how to keep track of money; different ways of paying for things; understanding of ‘value for money’ (own values); and know the risks associated with money safety and wellbeing.

Computing

Bring a game to life– variables in games– Scratch

Children will: explore the concept of variables in programming through games; learn what they are and relate them to real-world examples of values that can be set and changed; create a simulation of a scoreboard; design, create and improve games.

Maths

Decimals and Percentages– compare and order up to 3 decimal places with fractions and percentages.

Perimeter and Area– find the perimeter and area of compound shapes, applying knowledge to real life problem solving e.g. measuring for carpets and fences.

Statistics— draw and interpret line graphs / analyse and interpret two way tables such as bus and train times.

French

Weather

To learn weather phrases, repeat short phrases accurately, describe the weather using points of a compass, and apply knowledge of French vocabulary to produce a presentation.

PE

Dance (Mr Windle Tuesday) develop a superhero and villain dance, based on Beowulf as a well rehearsed duet, using a range of choreography.

Badminton (Mr Dutton Thursday) - introduce a new sport incorporating tactics, using both fore-hand and backhand shots with consistency, continuing a rally with precision and accuracy of shots.

Design & Technology

Mechanical Systems– Is this a wind up?

The children will design and make a moving toy for a specific age range. They will develop measuring, marking, cutting, shaping and joining skills using a range of specialist tools. They will also demonstrate the accurate and safe use of tools and equipment.