

<p style="text-align: center;"><b>English</b></p> <p><b>Spring 1: Learning Journey 1</b> Text: <i>Hot Like Fire and other poems by Valerie Bloom</i> Outcome: Poem <b>Guided Reading Texts: As above</b> <b>Learning Journey 2</b> Text: <i>The Long Walk Home Nelson Mandela</i> Outcome: Persuasive Speech <b>Guided Reading Texts</b> As above texts about Martin Luther King</p> <p><b>Spring 2: Learning Journey 1</b> Text: The Whale by Ethan Murrrow Outcome: News Report <b>Guided Reading Texts</b> As above <b>Learning Journey 2</b> Text/Video: Pandora Outcome: Non-Chronological Report <b>Guided Reading Texts:</b> The Story of Astronomy and Space By Louie Stowell and Peter Allen (Information text about history focus)</p>	<p style="text-align: center;"><b>Maths -</b></p> <p style="text-align: center;">Unit 5- Area and scaling</p> <p style="text-align: center;">Unit 6- Calculating with decimal fractions</p> <p style="text-align: center;">Unit 7- Factors, multiples and primes</p>	<p><b>Science: Space and gravity</b></p> <p>Chapter 1: Where the Earth is in space</p> <p>Chapter 2: Stars and other objects</p> <p>Chapter 3: Gravity and its effects</p> <p><b>Forces that Oppose Motion</b> <u>How and why do things move?</u></p> <p>Chapter 1: <b>Water and air resistance</b></p> <p>Chapter 2: <b>Friction</b></p> <p>Chapter 3: <b>Managing Forces</b></p>	
<p><b>PE:</b></p> <p><b>Spring 1:</b> Gymnastics, Invasion games, Net/wall games, Strike/field games, Athletics</p> <p><b>Spring 2:</b> Country dance, Net/wall games, Strike/field games, Invasion games, Athletics</p>	<p style="text-align: center;"><b>Year 5</b></p> <p style="text-align: center;"><b><u>Spring Term - Out of this World</u></b></p> <p style="text-align: center;"><b><u>Cultural Capital Experience:</u> Winchester Science Centre</b></p>	<p><b>History:</b> Earliest civilisations overview- <b>Did these civilisations have anything in common and what did each achieve?</b></p> <p><b>Geography:</b> Rivers</p>	
<p><b>PSHE (Jigsaw)</b></p> <ul style="list-style-type: none"> <li>- Dreams and Goals</li> <li>- Healthy Me</li> </ul>	<p><b>Computing</b></p> <p><b>Spring 1:</b> Information Technology - History - Google Slides</p> <p><b>Spring 2:</b> Computer Science - Games Making - Code.org</p>	<p><b>RE: People of God / Salvation</b></p> <p>Spring 1: Concept: People of God Context: How can following God bring freedom and justice? (fair trade fortnight) <b>Evaluate and Explain:</b> Explain how the story of the Exodus inspires and helps Christians and Jewish people in their faith today</p> <p>Spring 2: Concept: Salvation Context: What did Jesus do to save human beings? <b>Evaluate and Apply</b> Weigh up the value and impact of ideas of sacrifice in their own lives and the world today</p>	<p><b>DT</b></p> <p><b>Space Buggies</b> <b>How can we create a space rover and use flowol to operate it?</b> <b>Generate:</b> Investigate and analyse a range of existing products. Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. <b>Design:</b> Develop, model and communicate their ideas through discussion, cross-sectional and exploded diagrams. <b>Make:</b> Select from and use a wide range of tools and equipment to perform practical tasks.</p> <ul style="list-style-type: none"> <li>- Select from and use a wider range of materials and components to ensure your product is aesthetically pleasing.</li> </ul> <p><b>Evaluate:</b> Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p><b>Technical Knowledge:</b> Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <ul style="list-style-type: none"> <li>- Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> <li>- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures</li> <li>- Work from detailed plans, modifying where appropriate.</li> <li>- Apply their understanding of computing to program, monitor and control their products</li> </ul>
	<p><b>Music - The Planets by Gustav Holst - London Philharmonic Orchestra - match the character of the music to the characters of Holst's planets.</b></p> <p><b>Play and perform</b> in both solo and ensemble context, with increasing accuracy, fluency, control and expression. <b>Listen and appreciate</b> music from The Planets Suite and learn about great composers - Gustav Holst</p>	<p><b>Art - Monet and the Impressionists</b></p>	