



Half Termly Overview

Year 5 Summer 1 2018

Dear Parents/Carers,

This term we have some exciting activities...

How can you light up your life?/Could you be the next Nintendo apprentice?

Science

In our Topic lessons this half term we will be looking at how our eyes work and how light travels. We will be investigating how light travels in a straight line and understand how light travels faster than sound. We will also investigate the use of circuits and create our own electronic board game featuring switches, motors, bulbs and buzzers. Children will work in teams to systematically test and improve their designs and investigate the effects of changing one component at a time. They will link their board game to their writing inspired by the film Jumanji (1995).

How do your eyes work?

How can you use mirrors to see around blind corners?

How do we know that light travels faster than sound?

Can you design a board game that makes use of an electrical circuit?

Can you use water colour painting to create a landscape or still life painting which shows light and shadow?

D&T

Children will work in teams to design and create an electronic board game. They will use market research to consider what type of game would sell well and make improvements.

How would you go about selling your product?

English / Maths

In English we will be writing stories based upon the film Jumanji (1995) which transports children playing a board game to a new land or brings elements of another world to our own through playing the game. Children will write instructions for playing the game they are designing during Topic lessons and write reviews of the game. They can create a persuasive magazine article encouraging others to buy/play the game and create posters advertising it for sale.

Music

- To play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.

Computing

- To design and program a game that includes variables, changing object properties (e.g. the speed and direction of a picture) and random numbers.
- To test and debug any errors in programs.
- To use web searching techniques appropriately.

Languages

- To use the simple future tense and useful prepositions.

PE

- To be able to combine running and jumping.
- To be able to link skills, techniques and ideas and apply them accurately and appropriately.
- To be able to use a number of techniques to pass, dribble and shoot.
- To use a range of attack and defending tactics during team games.

English

Speaking and Listening

- To use relevant strategies to build their vocabulary.
- To speak audibly and fluently with an increasing command of Standard English

Reading & Comprehension

- To maintain fluency and accuracy when reading complex sentences, with subordinate clauses.
- To draw information from different parts of the text to infer meaning.

Phonics & Spelling

- To learn to spell words using the patterns –ough, -tial, -ant, -ance, -ent, plus homophones and words containing silent letters.

Handwriting

- To join letters neatly with increasing speed.

Composition

- To describe the setting, atmosphere and characters in narrative.
- To create dialogue to advance the action in narrative.

Vocabulary, Grammar and Punctuation

- To use question marks correctly.
- To use apostrophes for contraction.
- To vary the position of clause structures by using fronted adverbials and relative clauses.

Maths

- To read, write, order and compare numbers with up to three decimal places.
- To recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.
- To round decimals with two decimal places to the nearest whole number and to one decimal place.
- To solve problems involving number up to three decimal places.
- To recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.
- To solve problems which require knowing percentage and decimal equivalents of 12, 14, 15, 25, 45 and those fractions with a denominator of a multiple of 10 or 25.
- To solve problems involving number up to three decimal places.
- To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.
- To use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.

Whole Class Read

We will be reading the fantastic *The Wind in the Willows* by Kenneth Grahame as a whole class this term.

RE

- This half term we will be studying Islam and our key question will be: 'Does belief in Akhirah (life after death) help Muslims lead good lives?'

PSHCE

To develop an initial understanding of the concepts of 'interest', 'loan' and 'debt'. To develop their enterprise skills. How to take part in making and changing rules. To know there are some cultural practises which are against British law and universal human rights. To understand and consider the lives of people living in other places.

SMSC

During evaluation of their work the children will develop their capacity for critical and independent thought to improve their designs. Children will listen and respond appropriately to the views of others in their group work and act upon others ideas and advice. They will display a sense of belonging and an increasing willingness to participate in group work.

British Values

Children will be taught about rules and accountability when playing games. Every child has experienced how unfair it feels when someone breaks those rules and so playing games is a natural way to teach respect for fair laws that are intended to create equality. Children will have an understanding of how citizens can influence decision-making through the democratic process.

How you can help at home

Reading

Please read as much as possible with your child. Just 10 minutes a day can make a huge difference. Read anything that interests your child - please don't just read their reading book. **Reading books** will be changed when necessary.

Children in Y5 and 6 can change their **Library** book on a **Monday** dinner time. Please make sure they bring it into school.

Spellings

There is a test each Friday and new spellings to be learnt are also given out on a Friday. Examples of tricky words and spelling patterns are available in the personal organiser.

Handwriting

Practising handwriting using the school's policy helps children develop fluent, accurate and neat handwriting. Please see the website for more information.

Maths

Mathletics tasks are set online each week to consolidate and extend learning. Your child can also practice their mental calculations against children around the world! Login details are in personal organisers.

Learning Log Activities

A range of activities are set each half term related to the learning taking place in the classroom. The tasks are set as consolidation and enrichment activities. Learning Logs are handed out at the beginning of each half term.

Number Facts

This term we are working on:

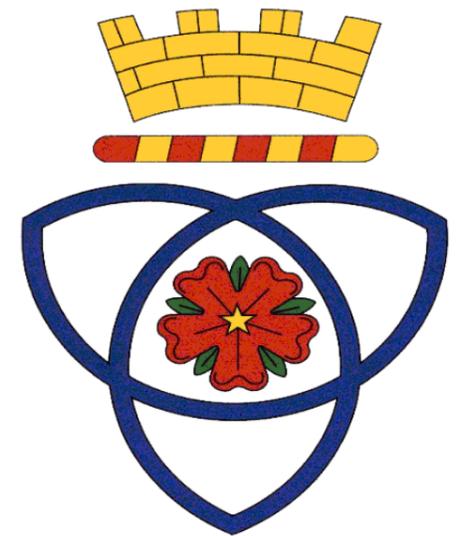
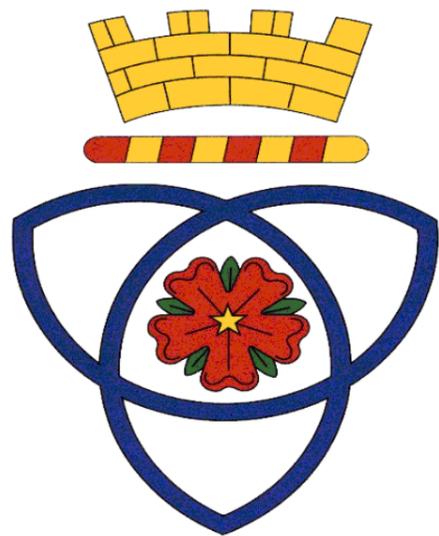
All timetables and corresponding division facts.

Travelling Bears

Going away somewhere special? Pick up one of the seven travelling bears and take it on holiday. Share with us where you've been and help improve the geographical knowledge of children at the school.

Children choose a minimum of 5 activities to complete over the term. The learning log is to be returned to school on the final week of the term. However, teachers may ask children to bring them in at regular intervals to check progress children are making.

Please practise these at home as much as possible.



Reminders

Absence

Please contact the school as soon as possible to report an absence of any reason.

School Uniform

Please ensure your child wears the correct uniform every day. Children must wear 'plain black' shoes or trainers with no other colours on them.

PE Kit

PE kit consists of a plain white T-Shirt (with or without the school logo); Navy/Black Shorts; Dark coloured tracksuit (outdoor); Suitable footwear – pumps (indoor) /trainers (outdoor). PE kits should be stored in an appropriate bag (Such as a drawstring bag) that can be hung up in the cloakroom area. PE kit must be available every day because the day(s) your child has PE may change each week. Please keep PE kit in school and only wash at the end of each half term.

Dinners

Now cost £2.10 per day for KS2 pupils or £10.50 per week.

Online Payments

Payments for dinners, trips and other activities can be made online using the School Gateway. If you have any problems, please contact the office.

Water Bottles

School water bottles are available for £1 from the school office. No other water bottle is allowed.

Equipment

All equipment is provided by school. Please don't send pens, pencils, pencil cases...etc.

Extra-Curricular Clubs

All after school clubs finish at 4pm. Please let us know if your child doesn't want to continue as we usually have long waiting lists.

Emails

Remember to check your emails, we like to send plenty!