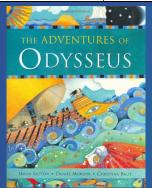


Marshfield CE VC Primary School

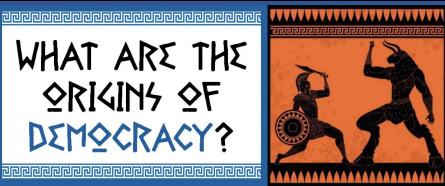
Learning together, inspiring each other, achieving our best "Life in all its fullness"

Sea Turtles Creative Curriculum Overview Term 1 2022-23 – Year 5



WHAT ARE THE **⊘RIGINY ⊘F**

DEMOCRACY?



At Marshfield, our learning is driven by...

Ambition:

As ambitious learners, we will:

- · Write detailed non-chronological reports using an informed historian's expert voice
- · Challenge religious traditions from a modernday perspective
- · Aim to write our first full paragraphs in Spanish

Sustainability:

To foster sustainability, we will:

- Use poetry to reflect upon the incentives being set-up by sustainable Marshfield
- Evaluate sustainability within Christianity, Islam and Humanism

Creativity:

To nurture creativity, we will:

- Contribute to Harvest festival
- · Sing in the Autumn Singing Square
- · Attend Book at Bedtime
- · Sing our class song and continue with fife

Areas of learning

ENGLISH Non-chronological reports

5.1 Expanded noun phrases

5.2 Modal verbs 5.3 Adverbs of possibility

Quest narrative based on The Adventures of **Odysseus**

5.4a Direct speech 5.4b Reported speech 5.7 Subordinate clauses 5.5 & 5.6 Embedded and relative clauses

Guided reading

5.4 Word meaning in context 5.5 Use of figurative language 5.8 Challenge views of others

MUSIC **Fife**

MATHS

Number and place value

5NPV-1. Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1; know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01; know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01. 5NPV-2. Recognise the place value of each digit in numbers with up to 2 decimal places; compose and decompose numbers with up to 2 decimal places using standard and nonstandard partitioning. 5NPV-3. Reason about the location of any number with up to 2 decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each. 5NPV-4. Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2, 4, 5 and 10 equal parts. 5NPV-5. Convert between units of measure, including using common decimals and fractions.

- 5.1. Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit.
- 5.2. Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000.
- 5.3. Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers.
- 5.4. Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000.
- 5.5. Solve number problems and practical problems for all of the above. **Number facts**

5NF-2. Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth). Addition and subtraction

5.9 - use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy

Multiplication and division

5MD-1. Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size.

5.15. Multiply/divide whole and decimal numbers by 10, 100 and 1000 Fractions, decimals and percentages

5.26 - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents

5.27 - round decimals with two dp to the nearest whole and to one dp.

5.28 - read, write, order and compare numbers with up to three dps...

5.29 - solve problems involving number up to three dps.

Tag rugby with Mr Hull Fitness training with Mr Looker-**Jones**

PSHE (Jigsaw)

Being in my world

U2.5 - Is it better to express your religion in arts and architecture or in charity and generosity?

TOPIC

History – Ancient Greeks

HUKS2.1. Use sources of evidence to deduce information about the past. HUKS2.2. Select suitable sources of evidence, giving reasons for choices. HUKS2.3. Use sources of information to form testable hypotheses. HUKS2.4. Seek out and analyse a wide range of evidence in order to justify claims about the past. HUKS2.6. Understand that no single source of evidence gives the full answer to questions about the past. HUKS2.7. Refine lines of enquiry. HUKS2.9. Compare some of the times studied with those of the other areas of interest around the world. HUKS2.10. Describe the social, ethnic, cultural or religious diversity of past society.

HUKS2.12 Describe the main changes in a period of history.

DT - Structures

DUKS2.5. Cut materials with precision; refine finish with tools. DUKS2.6. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape.

Computing – Coding

C5.1. Design programs that accomplish specific goals. C5.2. Design and create programs. C5.3. Debug programs that accomplish specific goals. C5.4. Use repetition in programs. C5.6. Use logical reasoning to detect

and correct errors in programs.

Spanish

Spanish phonics Spanish alphabet

