

Literacy

- To participate in debates and use skills to argue for and against.
- To use powerful imagery to create poems based on the countryside.
- To write a formal letter to persuade.
- To plan and write a story by building it up and editing to improve.

Mathematics

- To recall multiplication facts and square numbers.
- To use knowledge of the four operations.
- To recognise angles in shapes.
- To convert measurements and apply this knowledge.
- To calculate area and perimeter.

R.E and PSCHE

- To consider our choices and consequences.
- To study Hindu beliefs on Karma, Samsara and Moksha.
- To learn about our own bodies and understand how and why they are changing.

ICT

- To investigate networks and how they work for computers and for the internet.
- To use a software program to improve touch typing skills.
- To use ICT skills to be able to present work effectively and efficiently.



Connecting with the Countryside Summer 2017 - Year 5



P.E.

- To develop ball control and other skills in tennis, cricket, rounders and stoolball.
- To develop swimming ability and confidence in the water
- To practise skills for Sports Day.
- To use a wide range of striking and fielding skills.

Science

- To investigate and study the life cycle of plants and some animals.
- To know about the human body and how it reproduces.
- To investigate how some plants and mammals reproduce
- To research and recall what constitutes to a 'living thing'.

Art and DT

- To observe paintings by the artist Georgia O'Keeffe.
- To design and recreate one of her paintings in intricate detail.
- To design, make and evaluate a building or structure using DT skills.

Music

- To compose and perform songs.
- Create musical effects focusing on structure and pitch.
- Create and perform descriptive music.

History/ Geography

- To accurately locate and show areas on a variety of maps and with an atlas in the UK, Europe and the rest of the world.
- To design a feature for the Beach Green area, based on research of Lancing past and present.