

Engage: Ancient Greek Mini-Olympics!

Express: Ancient Greek Day!

Literacy

Weeks 1: Job application to become an astronaut

WALT use a colon to introduce a list.
WALT use modal verbs or adverbs to indicate certainty.
WALT punctuate bullet points consistently.

Week 2 and 3: Non-chronological reports (Ancient Olympic Games / Life in Ancient Greece)

WALT retrieve, record and present information from non-fiction.

WALT distinguish between statements of fact and opinion.

Week 4: Aesop's Fables.

WALT participate in discussions about books that are read to us and those that we read, building on our own and others' ideas and challenging views courteously.

WALT provide reasoned justifications for our views.

WALT use expanded noun phrases to convey complicated information concisely.

Weeks 5 and 6: Percy Jackson and the Lightning Thief

WALT explain and discuss our understanding of what we have read, through formal presentations and debates, maintaining a focus on the topic and using notes where necessary.

WALT develop spelling and handwriting skills.

WALT plan our writing.

WALT evaluate and edit our writing.

WALT recognise vocabulary and structures that are appropriate for formal speech and writing, including subjunctive forms.

WALT use relative clauses beginning with who, which, where, when, whose, that or with an implied (i.e. omitted) relative pronoun.

WALT use commas to clarify meaning or avoid ambiguity in writing.

Physical Development

Invasion Games – Rugby:

WALT develop an understanding of how to attack open space.

WALT attack and move the ball away from defenders into open space.

WALT run onto the ball when it is passed in attack, instead of receiving it statically.

WALT successfully defend against an attacker and prevent them from scoring a try.

WALT work as a team to successfully defend against multiple attackers and prevent them from scoring a try.

WALT demonstrate skilful support play in both attack and defence.

Dance: Rock and Roll

WALT explore movements within the style of rock and roll.

WALT improvise mirrored movements with a partner.

WALT sequence lifts, drops and counterbalance into a rock and roll dance.

Personal, Social and Emotional Development

PSCHE: Going for Goals

WALT understand how to take responsibility for our successes and when things go wrong.

WALT consider what it means to be persistent and how to overcome obstacles to success.

WALT understand what resilience is and how it can inspire us.

WALT consider what it means to make a wise choice and how making wise choices can help us to achieve our goals.

WALT understand why it is important to set and achieve goals and how excuses can be an obstacle to achieving these. Ladder to success I would be, but

WALT make a choice about what to do based on risks and predictions of the likely consequences.

(Planning for: "Looking at risk").

R.E.: Judaism within the Home and Synagogue

-The Synagogue is a place of meeting, study and prayer for the Jewish community

-The role of the Rabbi as teacher

-The importance of learning and individual responsibility

-The importance of prayer in Jewish worship

Festivals and Significant Days:

-Shabbat begins on Friday evening and ends on Saturday night

-The importance of the home in Judaism

-Commandments as a basis for living

-Jewish identity

SPRING TERM 1 2017 Activities Singlegate time Travellers - Gods and Mortals Year 5

Mathematics

Fractions, Decimals and Percentages Angles

WALT compare and order fractions with different denominators.

WALT recognise mixed numbers and improper fractions and convert from one form to the other.

WALT add and subtract fractions with the same denominator and related fractions; write mathematical statements that exceed 1 as a mixed number: (e.g. $2/5 + 4/5 = 6/5 = 11/5$).

WALT multiply proper fractions and mixed numbers by whole numbers.

WALT read and write decimal numbers as fractions (e.g. $0.71 = 71/100$).

WALT recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.

WALT read, write, order and compare numbers with up to three d.p.

WALT add and subtract numbers with up to three decimal places.

WALT recognise the per cent symbol (%) and understand that per cent relates to "number of parts per hundred" for example that 100% represents a whole quantity and 1% is $1/100$, 50% is $50/100$, 25% is $25/100$, etc.

WALT write simple fractions as percentages and decimals as percentages (e.g. $1/2 = 50\% = 0.5$).

Understanding of the World

HISTORY: Ancient Greece

WALT know about life in Ancient Greece.

WALT find out about the beliefs of the Ancient Greeks.

WALT know about the differences between Athens and Sparta.

WALT learn about the history of the Olympic Games.

WALT understand the term 'democracy.'

WALT find out about the physical geography of Greece.

WALT find out about Ancient Greek architecture and how it has influenced our buildings today.

WALT research and find out how Ancient Greek scholars have contributed to our knowledge and understanding of the world.

SCIENCE: Animals including humans

WALT describe the changes as humans develop to old age.

WALT draw a timeline to indicate stages in the growth and development of humans.

WALT work scientifically by researching the gestation periods of other animals and comparing them with humans; by finding out and recording the length and mass of a baby as it grows.

COMPUTING: Digital Literacy

WALT use the internet to conduct effective searches.

WALT use and evaluate a range of search engines.

WALT be discerning when evaluating online content.

WALT select, use and combine a variety of software to design and create content that accomplishes given goals, including collecting, analysing, evaluating and presenting information.

WALT edit and improve videos.

Languages

WALT ask and answer simple questions and talk about our interests e.g. discussing a picture with a partner, describing colours, shapes and saying whether I like it or not.

Expressive Art and Design

Art and Design: Greek pottery, Fashion and Architecture

WALT continue to gain experience in overlaying colours.

WALT start to overlay prints with other media.

WALT use print as a starting point to embroidery.

WALT show experience in a range of mono print techniques.

WALT use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works.

WALT discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further.

WALT identify artists who have worked in a similar way to our work.

WALT explore a range of great artists, architects and designers in history.

Music:

WALT appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.

WALT develop an understanding of the history of music.