

## Literacy

**Week 1:** Explanation text on how to avoid the plague

**Week 2:** Diary entry written from the perspective of a plague doctor in London

**Week 3:** A persuasive speech from the point of view of Wat Tyler to give to the crowds at Smithfield as they make up their mind about the poll tax

**Week 4 and 5:** King Arthur King of High Britain- alternative ending

**Weeks 6:** Balance argument / debate (Robin Hood)

**Class text - Michael Morpurgo -King Arthur King of High Britain**

## Languages

Ask and answer simple questions and talk about their interests e.g. discussing a picture with a partner, describing colours, shapes and saying whether I like it or not  
Describe people, places, things and actions orally

## Physical Development

**Hockey (outside provider)**

**Dance:**

Perform dances using a range of movement patterns

Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

## Mathematics

Please see termly objectives on the Success and Challenge cards

## Personal, Social and Emotional Development

**PSCHE: Going for Goals**

Taking responsibility – for our successes and when things go wrong

Waiting for what you want – persistence (keeping going)

Resilience – bouncing back/maintaining effort

Setting and achieving goals

Ladder to success I would be, but .....

Excuses, excuses! Making wise choices

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 2019

### Activities

### Medieval Mysteries Year 5

## Expressive Art and Design

**Art and Design: Sculpture**

WALT research the history of Medieval art and tapestry.

WALT look the design of a Knights' armour.

WALT design and create a Medieval stain glass window.

WALT prepare and cook a variety of dishes using a range of cooking techniques for a medieval banquet.

WALT Plan and create a sculpture of a medieval castle  
Evaluate using artistic language.

**Music:**

Steel pans

## Understanding of the World

**HISTORY:**

WALT sequence the symptoms and changes of the Black Death.

WALT look at a range of historical source materials that present information about the Flagellants.

WALT find out about a knight's role including the importance of armoury, weaponry, tactics and chivalry.

WALT find out about the Peasants' revolt and the invasion of London.

WALT create a royal timeline for sequencing the reign of kings between 1300-1400.

WALT check out a range of historical pictures from different social classes, making observations and judgements about their role and place in society.

**SCIENCE: Materials**

WALT Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets

WALT Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution

WALT Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating

WALT Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic

WALT Demonstrate that dissolving, mixing and changes of state are reversible changes

WALT Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda

**COMPUTING: iProgram**

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

**Engage: Pestilence meets  
Medieval Scientists!**

**Express: Medieval  
Banquet**