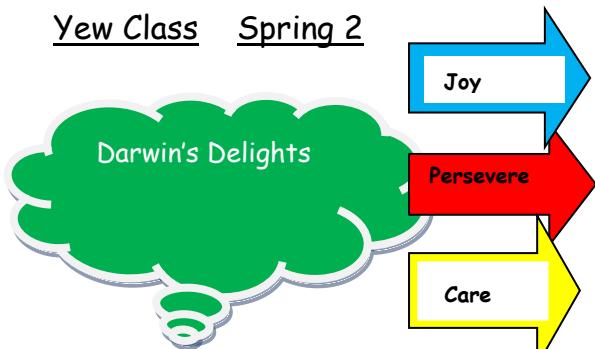


## Yew Class Spring 2



### Launch:

WBD Poetry Focus- Detailed study of 'To a Skylark' Write an ode to a British bird in the style of the ode.



Year 5 Stubbington Residential  
Year 6 Bikeability  
Hawk Conservancy Trust educational outing

### Final Products

- Home Learning outcomes
- Published writing outcomes
- Art sculptures

### Character description

Text Focus: 'Skyhawk' Gill Lewis

#### **Year 5 and 6**

- Select the appropriate form and use other similar writing as models for their own
- Select appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning
- Use a wide range of clause structures, sometimes varying their position within the sentence
- Linking ideas across paragraphs through tense choice (he had seen her before)
- Use a wide range of devices to build cohesion within paragraphs
- Integrate dialogue to convey character and advance the action

### English Year 5 and Year 6

### Biography of Charles Darwin

Text Focus: 'Darwin's Voyage of Discovery'

#### **Year 5 and 6**

- Use further organisational and presentational devices to structure text and to guide the reader e.g. headings, bullet points, underlining
- Produce internally coherent paragraphs in logical sequence

Link ideas across paragraphs use adverbials of time (later), place (nearby) number (secondly)

Evaluate and edit by assessing the effectiveness of their own and others' writing

Identify the audience for and purpose of the writing

Draft and write by using a wide range of devices to build cohesion within paragraphs

Link ideas across paragraphs using a wider range of cohesive devices

Use semi colons, colons or dashes to mark boundaries between independent clauses

### Diary entry

Text Focus: 'The Last Bear' Hannah Gold

#### **Year 5 and 6**

- Plan their writing by: - Identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
- Noting and developing initial ideas, drawing on reading and research where necessary

Draft and write by: - Selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning - Using a wide range of devices to build cohesion within and across paragraphs

Propose changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning

- Ensuring the consistent and correct use of tense throughout a piece of writing

Using relative clauses beginning with who, which, where, when, whose, that

Using commas to clarify meaning or avoid ambiguity in writing

Use and understand the grammatical terminology in English Appendix 2 accurately and appropriately in discussing their writing and reading

Manage shifts in the level of formality within a text

- Select verb forms for meaning and effect

### Mathematics Year 5 and Year 6

#### Addition, subtraction, multiplication, division and algebra

- Revise four rules of arithmetic (whole numbers and decimals) including BIDMAS, negative numbers multi step problems
- Revise Multiples, Factors, Primes Squares, Cubes
- Complete, read and interpret information in tables, including timetables
- Express missing number problems algebraically
- Find pairs of numbers that satisfy number sentences involving two unknowns
- Enumerate all possibilities of combinations of two variables

#### Measure, Shape and Statistics

- Estimate volume (e.g. using 1 cm<sup>3</sup> blocks to build cubes and cuboids) and capacity (e.g. using water)
- Complete, read and interpret information in tables, including timetables
- Calculate, estimate and compare volume of cubes and cuboids using standard units
- Recognise, describe and build simple 3-D shapes, including making nets
- Calculate, measure, draw and interpret pie charts
- Calculate and interpret the mean as an average
- Recognise, describe and build simple 3-D shapes, including making nets

#### Fractions, decimals, percentages, direction

- Revise equivalence of fractions, decimals and percentages (also Y6 objective)
- Revise comparing and ordering FDP (also Y6 objective)
- Revise multiplying simple fractions by integers
- Revise multiplying simple pairs of proper fractions
- Revise dividing proper fractions by whole numbers
- Revise recognising angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.
- Recognise, describe and build simple 3-D shapes, including making nets

#### **Science:** Evolution & Inheritance, Classification

- Recognise that fossils provide information about living things that lived on Earth millions of years ago
- Identify how plants are adapted to suit their environment in different ways and that adaptation may lead to evolution
- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals
- Give reasons for classifying plants and animals based on specific characteristics

#### **Geography:**

- Understand key aspects of biomes
- Name and locate counties and cities of the United Kingdom, geographical regions and identify human and physical characteristics
- Use maps, atlases and digital/computer mapping to locate countries and describe features studied

#### **R.E.** Salvation / Martyrdom - What difference does the resurrection make to Christians?

- Understand and explain what salvation means
- Explain connections between biblical texts used at funerals and the core concepts of Gospel, Salvation and Hope, using theological terms

#### **PHSE:** Families and people who care for me

#### **Art & D.T:**

- Design and create sculptures from recycled materials inspired by Bordalo II 'Owl Eyes'
- Incorporate form, pattern, and texture

#### **P.E:** Dodgeball and Netball - Play competitive games and apply basic principles of attacking and defending

**French:** Eating out and In France -Write phrases from memory, and adapt these to create new sentences, to express ideas clearly-Describe people, places, things and actions orally and in writing

#### **Computing:** Computational Thinking - Game Creator 2DIY 3D

- Develop animations for a game
- Create instructions for the game
- Evaluate our game