| The Ancient Greeks —Autumn 2016 | |
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| FORCES Y5 | |
| Science | • explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object |
| | identify the effects of air resistance, water resistance and friction, that act between moving surfaces |
| | recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect. |
| | ELECTRICITY |
| | associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit |
| | compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches |
| | use recognised symbols when representing a simple circuit in a diagram. |
| | Ancient Greece – a study of Greek life and achievements and their influence on the western world |
| History | |
| Geography | locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrations as the increase t |
| | trating on their environmental regions, key physical and human characteristics, countries, and major cities |
| | understand key aspects of: physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water |
| | cycle |
| | use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied |
| Computing | • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. |
| | design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by |
| | decomposing them into smaller parts |
| | use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs |
| Art & Design | to create sketch books to record their observations and use them to review and revisit ideas |
| | • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] |
| | about great artists, architects and designers in history. |
| D&T | apply their understanding of how to strengthen, stiffen and reinforce more complex structures |
| | appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great compos- |
| Music | ers and musicians |
| | develop an understanding of the history of music. |
| French | listen attentively to spoken language and show understanding by joining in and responding |
| | • engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help* |
| | speak in sentences, using familiar vocabulary, phrases and basic language structures |
| | develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases |
| | read carefully and show understanding of words, phrases and simple writing |
| | broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary |
| | 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 |
| P.E. | perform dances using a range of movement patterns |
| | • play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending |
| | develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] |
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