## GEOGRAPHY

Study of the UK: studying change in our local area including population and transport links; finding information on a range of maps at different scales; focussing on climate and land use.

## HISTORY

The chronology of the Tudor period within British and World History; Tudor monarchs; religious changes - break with Rome, Protestantism and Martin Luther, the Dissolution of the monasteries; use of primary and secondary sources; Kentwell visit.

## COMPUTING

Internet safety
Managing online information.
Health, wellbeing and lifestyle
Digital Literacy
Creating media - video editing
Programming - selection in physical
computing (using crumbles).

## DESIGN AND TECHNOLOGY

Planning, preparing, making and evaluating a range of healthy recipes. Comparing Tudor and modern diets.

## SCIENCE

Growth, puberty, gestation and old age
Describing the changes as humans develop to old age. Human life cycle. Puberty.
Human / animal growth in the womb.

Living things and their habitats
Life cycles of mammals, amphibians, insects and birds. Animal behaviourists.
Asexual and sexual reproduction in plants.

## ART

Tudor portraits
Art as propaganda. Symbolism. Sketching and painting Tudor portraits.
Class collage of a Tudor Monarch.

## PSHEE - Belonging to a

 Community understanding how communities impact the environment.
## Media literacy and digital resistance

Growing and changing: body changes at puberty - boy talk, girl talk; relationships and responsibilities of puberty. SEAL units: relationships and changes.

## RE

What kind of King is Jesus? How Christian put their beliefs into practice.
Is Believing in God Reasonable? Exploring this philosophical question.

## FRENCH

Sports and Music
Reading and responding to simple language in familiar contexts. Using a simple dictionary. Writing language using wellrehearsed simple structures. Expressing likes and dislikes.

## The Tudors - Summer 2024

## MUSIC

Practising and performing songs for the summer y5/6 production.
Listening to and performing Tudor music. Learning about Tudor instruments. Performing Tudor music using tuned and untuned percussion.

[^0]
## ENGLISH

Significant children's authors: Read the Wolves of Willoughby Chase by Joan Aiken. Explore style, themes, settings, structure, and characterisation. Experiment with writing in a similar style.

Explanations - identify features of explanation texts - layout, punctuation, evaluate a variety of examples and write own text

Non-Chronological Reports: Recognise language features and structures of a wide variety of report texts. Link to topic and science work.

Poetry - Performance poetry - exploring rap as a form of modern poetry. Writing performance poetry using rhythm and rhyme and practising performing aloud.

| MATHS |
| :--- |
| Number: Four number operations with decimals to 2 |
| places. Column addition and subtraction. Long |
| multiplication and long division. Calculations using |
| negative numbers. Rounding decimals. Converting mixed |
| numbers into improper fractions and vice versa. |
| Equivalent fractions, decimals and percentages. Adding |
| and subtracting fractions. Multiplying fractions. Factors |
| and multiples. Finding percentages of amounts. |
| Shape and measure: Reading Roman numerals to 1000. |
| Interpreting and presenting continuous data using line |
| graphs. Properties of 2D and 3D shapes. Identifying 3D |
| shapes from 2D representations. Distinguishing between |
| regular and irregular polygons. Plotting coordinates in |
| first 2 quadrants. Describing position of a shape |
| following a reflection and translation. |
| Problem solving and investigations. |

places. Column addition and subtraction. Long multiplication and long division. Calculations using negative numbers. Rounding decimals. Converting mixed fractions and vice versa. Equivalent fractions, decimals and percentages. Adding and multiples. Finding percentages of amounts.
Shape and measure: Reading Roman numerals to 1000.
Interpreting and presenting continuous data using line graphs. Properties of 2D and 3D shapes. Identifying 3D shapes from 2D representations. Distinguishing between regular and irregular polygons. Plotting coordinates in following a reflection and translation.
Problem solving and investigations.


[^0]:    PE
    Games - developing rounders and cricket skills.
    Athletics - developing and refining running, jumping and throwing skills.

