

## Science

### Earth and Space

1. Describe the movement of the Earth and other planets relative to the sun in the solar system
2. Describe the movement of the moon relative to the Earth
3. Describe the sun, Earth and moon as approximately spherical bodies
4. Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky

### Forces

1. Explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object
2. Identify the effects of air resistance, water resistance and friction that act between moving surfaces
3. Recognise that some mechanisms including levers, pulleys and gears allow a smaller force to have a greater effect

## English

- Narrative – with a given opening from Escaping Pompeii
- Diary Entry – from the beginning of the film (The Impossible)
- Newspaper – Tsunami/Earthquake (Great East Japan earthquake2011)

## Spanish

Daily routines including time and Spanish festivals



## Year Five Tremors

## Summer Term 2019



## Art and Design Technology

Building earthquake shelters and volcanoes  
Baking biscuits

## Physical Education

Cricket  
Football

## Computing

### Coding

1. Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
2. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
3. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

### 3D modelling

Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information by drawing and manipulating simple 3D shapes.

## Religious Education

### Buddhism

- Q3: How can faith contribute to community cohesion?  
Q5: What can be learnt from the lives of significant people of faith?  
Q6: How do I and others feel about life and the universe around us?

## Geography

Human and physical geography  
-Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle  
- Use a world Map - Identify the locations of volcanoes including the remarkable - Ring of Fire

## Citizenship/British Values/PHCSE

Mutual respect, tolerance and empathy of others faiths, beliefs, differences and diversity  
Hate Crimes and the law

## Mathematics

### Geometry- Properties of Shapes and Angles

Identify 3D shapes, including cubes and other cuboids, from 2D representations.  
Use the properties of rectangles to deduce related facts and find missing lengths and angles.  
Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.  
Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.  
Draw given angles, and measure them in degrees (o)  
Identify: angles at a point and one whole turn (total 360o), angles at a point on a straight line and ½ a turn (total 180o) other multiples of 90o

### Geometry- position and direction

Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

### Measurement- converting units

Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml] Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.  
Solve problems involving converting between units of time.

### Measures Volume

Estimate volume [for example using 1cm<sup>3</sup> blocks to build cuboids (including cubes)] and capacity [for example, using water] Use all four operations to solve problems involving measure.

### Number: Decimals

Solve problems involving number up to three decimal places. Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.  
Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.