

# Oak Class

Spring Term 2024

As **readers**, our children will use the following texts to support and enhance their learning:









Fiction: The Last Bear, The Arrival

Non-Fiction: Suffragette: The Battle for Equality

Poetry: New and Collected Poems for Children.

Our children will use the texts and the links to the curriculum to develop **their skills as writers** of:

- Narrative texts Describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action. Considering how the author has developed characters and settings in a range of books and identifying the audience and purpose.
- Poetry Preparing poems to read aloud and to perform, showing understanding through intonation, tone and volume so that the meaning is clear to an audience.
- Non-fiction texts Retrieve, record and present information from non-fiction.
- Grammar, Punctuation and Spelling Consolidation of key grammar and punctuation, as well as Y5/6 Statutory Spellings and rules – including common prefixes, suffixes, silent letters and homophones. In our English topics we will focus on, clauses, cohesive devices, layout devices, parenthesis, semi-colons, colons, expanded noun phrases, inverted commas, sentence structure, hyphens and commas.

#### Science

- Light: Recognise that light travels in straight line and how we see objects and shadows.
- Properties and changes of materials: Comparing materials according to their characteristics, dissolving, solids, liquids and gases and changes of state.

#### Maths

- Decimals & percentages: Add, subtract, multiply and divide decimals up to two decimal places, associate decimals with their percentage and fraction equivalents and solve problems involving fractions, decimals and percentages.
- Ratio & proportion: Solve problems involving ratio and proportion, including where a scale factor is given.
- Algebra: Use simple formulae, describe linear number sequences, express missing numbers and satisfy equations.
- Measurement: Area, perimeter & volume: Recognise and use formulae for area and volume, calculate, compare and estimate the volume of different shapes and recognise that shapes with the same areas can have different perimeters.
- Statistics: Interpret and construct pie charts and line graphs and solve problems with these and find the mean.

### **PSHE**

- Keeping Myself Safe:
   Understanding emotional needs, staying safe online and drugs: norms and risks (including the law).
- Rights and responsibilities: Understanding media bias (including social media), caring: communities and the environment, earning and saving money and understanding democracy.

#### Languages:

- Places around the world and cardinal and ordinal numbers.
- Feminine and masculine nouns.
- Conjunctions

## Kev events:

- Arthog
- Bikeability
- Swimming for Y5& some Y6 (Tues)
- Specialised PE lessons (Friday)
- World Book Day
- Book Fair
- Easter Service

## **Art and Design**

• Drawing: Art of Anatomy:
Inspired by the work of Albrecht
Durer and other artists, explore the
different techniques – including the
ball-and-socket style to plan and
draw my own sculpture.
Design Technology

• Food

Take inspiration from design throughout history that celebrate culture and seasonality.

Ancient Egypt:
Studying clues
from the past,
pyramids and
obelisks and
belief and
burials of the
Ancient

Egyptians.

Geography
The Water Cycle: The
Cycle and the part of
clouds and precipitation
on geographical
formations. Studying
freshwater biomes, their
location and
characteristics.

## RE

- Christianity: Why do Christians believe Jesus was the messiah?
- Judaism: Why is the Torah so important to Jewish people?

## PE and Sport

- Gymnastics
- Swimming
- Hockey
- Football





#### Music

- Dona Nobic Pacem: Learning to work in 3time, singing as a round and key musical vocabulary.
- You to me are everything: Listen and appraise the music, whilst learning simple accompanying choreography.
- Twinkle variations: Decipher graphic scores, use different variations of a song and compose and improvise own music.

## Computing

- Variables in games (6.3) Exploring variables when designing and coding a game..
- Introduction to spreadsheets (6.4) Answering questions by using spreadsheets to organise and calculate data.