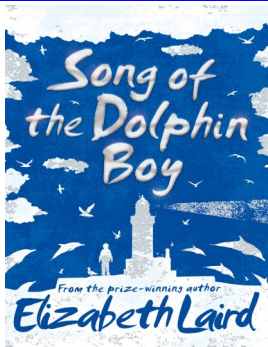


English:

- Focus on phonics, spelling, punctuation and grammar skills. Write from the perspective of an endangered animal based upon our theme 'Laudato Si and Me'.
- Retrieve, infer and predict ideas from text based upon Saving Our Earth and the book 'The Song of the Dolphin Boy'.
- Learn and apply spelling rules- double consonant, change 'y' to an 'i' and add ed,er,ful etc. Change root word to an adverb. To know exceptions to each rule.



Art/Design & Technology:

- Design, draw & paint a persuasive propaganda poster that illustrates environmental damage.
- Use perspective in their drawings.

Physical Education:

- Invasion Games: Netball
- Dance: Different Cultures (South America)

Science: Earth and Space

- Describe the movement of the Earth, and other planets, relative to the Sun in the solar system.
- Describe the movement of the Moon relative to the Earth + Describe the Sun, Earth and Moon as approximately spherical bodies.
- Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky.

Religious Education: Domestic Church and Baptism/ Confirmation

- Ourselves: Created in the image & likeness of God.
- Life choices: Marriage commitment and service.

Year 5 Autumn 1 Laudato Si' and Me

Personal, social and health education:

- Year 4 RSE—Respecting our bodies and changing bodies

Music:

- Explore different sound sources. How sounds can be changed and reproduced electronically.

Maths:

- Place Value- reading, writing & ordering,
- Rounding Numbers,
- Negative numbers,
- Addition, subtraction. Apply when solving word problems.



Geography: South America

- Locate the world's countries, using maps to focus on Central & South America concentrating on their environmental regions and key physical and human characteristics, countries and major cities.
- Understand geographical similarities and differences through the study of human and physical geography of a region in Central & South America.

Computing: We are game developers

- Plan the type of game the children want to develop.
- Create backgrounds and sprites, and record sound effects, dialogue (and possibly backing music) for their game.
- Write instructions and publish their games.

