



Year __ Learning Schedule 2018-2019



A U T U M N I	<p>Learning Project: Victorians Power of Reading text – <i>Street Child</i> Art & Design – Textiles (Sewing Victorian samplers) DT – Construction – Make Victorian moving toys. History – Study of an aspect or theme in British history – Victorian life Science – Materials (grouping, dissolving and separating) English: - Narrative: <i>Street Child</i> - Non-fiction: <i>life in Victorian London</i> GRAMMAR: (Y4) fronted adverbials) Speech punctuation Possessive apostrophe Maths: Number & Place Value Addition & Subtraction Statistics Computing – Computer Science (understanding the internet) - Information technology (software) RE – Religion and the individual PSHE – Social: <i>Being strong</i> PE: - Gymnastics – flight - Games – invasion (tag rugby) – developing rugby skills Visit to museum of London (Victorians)</p>	A U T U M N 2	<p>Learning Project: Victorians <i>History – Victorian inventions</i> Art & Design – <i>Printing (William Morris)</i> Science – <i>Human circulatory system</i> English: - Narrative: <i>Charles Dickens</i> GRAMMAR: Modal verbs Parenthesis (dashes, commas, brackets) Computing – <i>Digital literacy (conduct)</i> PSHE – <i>Being a responsible citizen: The Media</i> Maths: Number & Place Value Multiplication & Division Perimeter and area PE: - Dance - Games – invasion (football/hockey) – developing dribbling, passing & shooting skills with games Curriculum Day: Victorians</p>
S P R I N G I	<p>Learning Project: Ancient Greece Power of Reading text – <i>The Adventures of Odysseus</i> Science – <i>Forces and Magnets</i> History – <i>Ancient Greece</i> Art & Design – <i>Sculpture (clay pots)</i> English: - Non-fiction: <i>Instructions</i> Narrative: <i>Traditional stories, fables, myths and legends</i> GRAMMAR: <i>relative clauses (who, which etc)</i> <i>Linking paragraphs using time adverbials</i> Maths: Number & Place Value Multiplication & Division Fractions PSHE: economic wellbeing: <i>let's make money</i> Computing: <i>Information technology (databases)</i> - <i>Digital literacy: conduct and contact</i></p>	S P R I N G 2	<p>Learning Project: Ancient Greece (continued) <i>History – Ancient Greece</i> Science – <i>Earth and space</i> Art & Design – <i>Drawing / Painting</i> DT – <i>Food: design and make own pitta bread product; design & make packaging for product. (FSB Help – use kitchens)</i> English: <i>Highway man</i> <i>Poetry: Poetic style</i> GRAMMAR: <i>synonyms & antonyms</i> Maths: Number & Place Value Fractions F,D & P Computing – <i>Computer Science (programming)</i> PSHE – <i>Physical: Drug education</i> PE: - <i>OAA – orienteering/problem solving challenges</i> - <i>Fitness and healthy lifestyles activities including leadership skills</i></p>



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	<p>PE:</p> <ul style="list-style-type: none"> - Dance - Games – invasion (basketball/netball) – developing dribbling, passing & shooting skills with games <p>Visit to National Gallery (myths)</p>	<p>Visit to Greenwich Royal Observatory and Planetarium (Earth and Space)</p>
S U M M E R I	<p>Learning Project: Gilwell/ Performance/ Comparing continents DT – Mechanics – using pulleys and gears (FBS to help) Art & Design – Collage Geography – Geographical zones (locating countries and maps) English:</p> <ul style="list-style-type: none"> - Non-fiction: Recounts - Narrative: Dramatic conventions <p>GRAMMAR: (Y6) ellipsis Consolidation Science – Living things and their habitats</p> <ul style="list-style-type: none"> - Seed dispersal, dissecting flowers, animal lifecycles <p>Maths: Number & Place Value Decimals Shape Position RE – Beliefs in action PSHE – SRE: Puberty Computing: Digital Literacy (conduct and content) PE:</p> <ul style="list-style-type: none"> - Gymnastics – bridges - Athletics – throwing, jumping and running <p>School Journey to Gilwell Park Year 5 review</p>	S U M M E R 2
		<p>Learning Project: Comparing continents Science – Animals and humans Power of Reading - Floodland Geography – Comparing continents Physical geography (rivers, mountains, climate) Art & Design – Aboriginal art Art & Design – Digital Media (make Chinese puppet theatre – create story, make films and play music background)</p> <p>English:</p> <ul style="list-style-type: none"> - Narrative: Floodland - Stories from other cultures <p>GRAMMAR: (Y6) colons & semi-colons; hyphens (Y6)Active and passive voice Maths: Number & Place Value Geometry Measurement PSHE – Emotional: Moving on with confidence and clarity Computing – Computer Science (algorithms) Science – Animals and Humans PE:</p> <ul style="list-style-type: none"> - Games – net games – developing skills into games and competitive challenges - Games – striking & fielding (cricket) – developing cricket skills, game awareness and problem solving <p>Visit to mosque</p>