

English

Reading

- **Retrieve** and record information and identify key details from fiction and non-fiction
- Make **inferences** from the text and to explain and justify inferences with evidence from the text



Writing

- Use correct punctuation in all writing, including full-stops, capital letters, commas, inverted commas **colons** and **semi-colons**
- Include **fronted adverbial phrases** as sentence starters to add detail to a piece of writing
- Use **subordinating conjunctions**, such as *while, when, since, because, until, if*
- Use paragraphs in writing with cohesion

History: Ancient Greece

- To research who the Ancient Greeks were and to place their **civilization** in time
- To understand the different types of government in ancient Greece
- To compare and contrast the two **city-states** of **Athens** and **Sparta**
- To research into the religions in ancient Greece
- To research into ancient Greek **scholars** and **philosophers**
- To see how modern-day life has been influenced by the ancient Greeks

Additional Key Vocabulary:

Monarchy, Oligarchy, Democracy, BC, AD, artefact, polytheistic, Twelve Olympians,

RE: What does the Quran reveal to Muslims about Allah and his guidance?

- To understand what is meant by the word '**revelation**'.
- To enquire into Muslim belief in the **Qur'an** as revelation and why they treat the **Qur'an** as so valuable.
- To investigate how the words of the **Qur'an** were collected and revealed to others.
- To research into **mosques** and what the decorative features in a **mosque** reveal.
- To investigate how **Allah's** guidance affects how a Muslim lives their life.

DT—Mechanics

- Create a chariot for the ancient Greeks using a **cams mechanism**
- Design their chariot with relevant ancient Greek patterns/images

Music: Melodies of Divinity

- To improvise over a **drone** using a range of notes and rhythm
- To compose and perform a rhythm, understanding the features of a '**tal**'
- To understand the structure of a **raga**

Additional Key Vocabulary:

rhythm, melody, harmony,

Maths

- To understand **negative** numbers.
- To count through zero in 1s and **multiples**.
- To compare and order **negative** numbers.
- To find the difference between **negative** and positive numbers.
- To understand different units of measure: **length, weight** and **volume** and be able to convert between these.
- To convert between **metric** and **imperial** units of measure.
- To convert units of time, including calculating with timetables.

Summer 2 —Year 5

Ancient Greece



Science: Life Cycles

- To recognize the stages of growth and development in humans.
- To know the stages in the **gestation** period of humans and compare them to other animals.
- To recognize the stages of development during **childhood** and understand the needs of children.
- To understand the initial changes inside and outside of the body during **puberty**.
- To know the changes that occur during **puberty** and how they differ for boys and girls.
- To understand how the body changes during **adulthood** and **old age**.

Additional Key Vocabulary:

toddler, adolescence, infancy, life-cycle, hormones, pituitary gland, fertilisation, fertilised, pregnant, pregnancy, sexual intercourse, sperm, egg, embryo, foetus,

PE: Athletics and Rounders

- To apply different **speeds, fluency** and **coordination** over varying distances.
- To develop technique in **relay** changeovers
- To develop technique and control in the **triple jump**
- To develop throwing with force, control and technique for longer distances
- To develop the **bowling** action, understanding the role of the **bowler**
- To develop **batting** technique.
- To develop **fielding** techniques including making decisions on when to send the ball to stump a batter out
- To apply rules and skills in a game of Rounders

Computing

- To identify **conditions** in a program.
- To create an infinite loop to check a **condition**.
- To use '*if, then, else*' statements to control a **condition**.
- To design a quiz through identifying the outcome of **user input** in an **algorithm**, testing it to see if it works and evaluating it to see if it can be improved.

Additional Key Vocabulary:

debug, input