M

Class 5 & 6

EUREKA!

A theme on Ancient Greece.

**Maths -**

Archimedes (Volume), Pythagoras (shape)

Problem solving, Statistics, fractions

Number and calculations, arithmetic.

**Modern Foreign Languages -**

Food names

Likes and Dislikes

Shop role play – question and answer, foods, money

**Design & Technology -** Develop a range of practical skills to create products.

Cut materials with precision and refine the finish with appropriate tools. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience.

Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).

Make products through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate.

Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Demonstrate a range of baking and cooking techniques. Create and refine recipes, including ingredients, methods, cooking times and temperatures.

Create objects that employ a seam allowance and join textiles with a combination of stitching.

**Physical development –**

Hockey: Dribbling, passing, passing whilst travelling, possession (attacking and defending) and shooting.

Real PE: Dynamic Balance to Agility, Static Balances and applying physical skills.



**Computing -**

Programming

Handling Data

Multimedia

1. 

**Art -** Choose a style of drawing suitable for the work. Use a variety of techniques to add interesting effects. Give details about the style of some notable artists, artisans and designers. Show how the work of those studied was
influential in both society and to other artists.

Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources. Comment on artworks with a fluent grasp of
visual language. Show life-like qualities and real-life proportions.

Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Create original pieces that show a range of influences and styles.

Choose from a range of stitching techniques, combine previously learned techniques to create pieces

Mix textures. Combine visual and tactile qualities.

**History -** Use sources of evidence to deduce information about the past.

Understand that no single source of evidence gives the full answer to questions about the past.

Seek out and analyse a wide range of evidence in order to justify claims about the past. Understand the concepts of continuity and change over time, representing them, along with evidence, on a timeline. Use dates and terms accurately in describing events. Describe the social, ethical, cultural or religious diversity of past society.

Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.

**Religious Education –** Develop knowledge, skills and understanding in relation to what is expected of a person following a religion or belief, the importance of beliefs and values as guides for making choices and decisions in life, the differences between right and wrong and how we know the difference, and what guides pupils’ own moral choices.

**Science -** Investigate living things, classify microbes based on their helpful or harmful qualities.

**Music -** Sing or play from memory with confidence, expressively & in tune. Perform with controlled breathing (voice) and skilful playing (instrument).

Perform solos or as part of an ensemble, hold a part in a round. Sing a harmony part confidently.

Read and create notes on the musical stave.

Use and understand simple time signatures and # (sharp) and♭(flat) symbols.

Understand the purpose of the treble and bass clefs and use them in transcribing compositions.

**English -**

Instructions – Greek recipe

Persuasive advert – selling a Greek mythical object

Diary – The day I met the Minotaur

Ancient Greek myth retelling (Speaking and listening)

Character descriptions and creating a myth.

**Personal development -**

Citizenship:

Rules and rights

Understanding and practising democracy.