




Performance in action – Dance Performance		Living faith – Humanist visit		Enterprise – Comic relief	
<u>English</u>			<u>Maths</u>		
Our Class Novel is The Nowhere Emporium by Ross MacKenzie. Following 'Focus English', we will: <ul style="list-style-type: none"> • Complete a variety of descriptive writing tasks • Create an eyewitness report • Carry out research on major inventions from the past and write a non-chronological report about them. 			This half term we will be focusing on fractions . There will be weekly practice of further arithmetic skills and times tables facts.		
<u>PSHE</u> (Personal, Social, and Health Education)		<u>Year 5 – Spring Term 1</u>		<u>Science</u>	
Dreams and aspirations.		<u>Bright ideas</u>		Properties of materials	
<u>Physical Education:</u>				<ul style="list-style-type: none"> • Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets • Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic • Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution 	
Dance: Dance through the decades - Choreographing own sequences to perform to LS2		<u>History</u>		<u>Computing</u>	
Tennis delivered by Doncaster Rovers				ICT – Computer game design, creation and evaluation.	
<u>Religious Education</u>		<u>History</u>		<u>Art and design</u>	
Our RE lessons will follow the NYCC scheme Unit titled: <div style="border: 1px solid black; border-radius: 15px; padding: 10px; width: fit-content; margin: 10px auto;"> <p style="text-align: center;">What values are important to us?</p> </div>				Art – Drawing techniques Shading/Texture/Perspective/Figures	
		<u>History</u>		<u>DT</u> - Drax visit/afternoon in school	
		Dance style – dance through the decades history History of key inventions/inventors		DT objectives (covered during ICT lesson) <ul style="list-style-type: none"> • Evaluating existing products • Feedback on products 	
		<u>Computing</u>			
		<u>Music</u>			
		ICT – Computer game design, creation and evaluation.			
		Using the song - we will be developing the following skills: <ul style="list-style-type: none"> • Listen and appraise, • Intro to tuned instruments 			