

Year 5 Summer Term Topic Web

English

In Summer 1, we will be reading and creating writing based upon Kensuke's Kingdom by Michael Morpurgo. We will also be looking at explanation texts and haikus.

In Summer 2, we will be studying the Firework Maker's Daughter by Phillip Pullman. We will then enjoy some Japanese myths and legends and come into land with a fun "balloon debate" involving characters that we have come across during the year!

Mathematics

In Summer 1, we will be looking at angles, shapes, co-ordinates, translation, symmetry, rotation and converting units of measure.

In Summer 2, we will be looking at decimals, negatives numbers and volume.

Science

Summer 1: Plants and life cycles. We will explore questions such as:

What are the differences in the life cycles of an insect and a mammal?

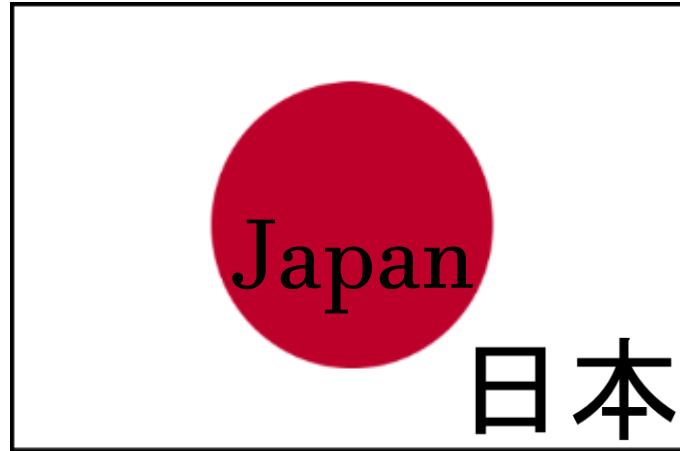
How do plants reproduce?

Summer 2: In looking at 'Animals including humans', we will consider: What is the circulatory system? How do the heart and lungs work?

We will study the life and work of Alexander Fleming.

History-

A look at Japanese customs, traditions, festivals and culture.



Geography

We will be looking at the Geography of Japan including mapping skills and its position on the map of the world. We will explore the "Ring of Fire", earthquakes and volcanoes, including making our very own exploding model!

Art & DT

The Japanese have a huge variety of art forms.

We will explore some of these –

Notan

Ukiyo-e

Cherry blossom art

Origami

Kokeshi dolls

Sewing a mini kimono

P.E.

Striking & Fielding games: introducing Rounders and Cricket - outdoor session on **Tuesday afternoons**.

Premier Sports – on **Thursday afternoons**: Netball and athletics.

RE/PSHE

Hinduism

We will be reflecting on what stories and images of deities tell us about Hindu beliefs.

PSHE

This will include 'Relationships and Sex Education' later in the term.

Music

The children will be following the Year 5 Charanga programme of studies, including "Dancing in the Street" by Martha and the Vandellas. We will also be composing and practising our recorder skills.

Computing

We will be focussing on animation, especially Japanese anime and the sprites involved in early computer games, such as Space Invaders, Pac Man and Mario Bros. We will then be coding games similar to these, all of which originate from Japan.