

## RE & PSHE

### Creation stories

Children will explore, compare and contrast a range of creation stories.

PSHE - Children will explore the qualities of being a role model. They will consider the importance of money management.

## Topic, the Arts & MFL

### What a wonderful world

Children will the Earth's position in the solar system and features of the planet such as the O-Zone layer and tectonic plates. Children will also consider issues around sustainability.

Trip - Science Museum—exploring space travel, Space Day

Art - Printing in RE and topic, chalk pictures of space

French - Children will learn key vocabulary and phrases for aspects of family life.

## PE

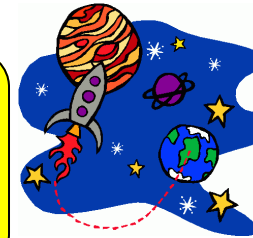
### Swimming

Children will continue to develop their proficiency with swimming skills.

## UNCRC Article 2

The convention applies to everyone; whatever their ethnicity, gender or religion.

**Chestnut Class**  
**Year 5**  
**Spring Term 1**



## UNCRC Article 14

You have the right to choose and practise your own religion.

## English Fiction

Children will focus on Science Fiction texts. Using a range of visual texts and short stories from **Out of this World** by Edward Bilshen, children will write descriptions about settings, characters and plan their own stories. Using Literacy Shed, children will also understand the difference between first person writing and writing as an author in third person using animations and short films.

### Non-fiction—Encyclopaedias

Children will learn about the features of Science Encyclopaedias and write their own pages about Space.

## Science

### Earth and Space

Children will learn how to describe the movement of the Earth, and other planets, relative to the Sun in the solar system. They will describe the movement of the Moon relative to the Earth. They will describe the Sun, Earth and Moon as approximately spherical bodies. They will use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky.

## ICT & Computing

### We are Gamers

Planning simple computer game, designing characters and backgrounds, and working prototype.

## Maths

### Number Sense

Develop further sense of place value in problem solving contexts.

### Calculations

Applying written calculation methods in problem solving contexts - particularly with money.

Continue to develop trial and improvement when problem solving.

### Geometry

Children will use the properties of rectangles to deduce related facts and find missing lengths and angles.

### Measurement

Children will explore area and mass.