<u>English</u>

<u>Reading</u>

Children will continue to develop positive attitudes to reading and understanding of what they read by listening to and discussing an increasingly wide range of fiction and poetry, non-fiction and reference books with a particular focus on Philippa Pearce's – Tom's Midnight Garden.

Writing

Children will write both descriptively and persuasively. They will write letters, documentary scripts, poetry and diary entries culminating in a bookmaking activity to exemplify the process of bookmaking and allow children to see themselves as authors.

<u>SPAG</u>

Children will learn the spellings, punctuation and grammar relevant to age expectations.

History

Children will continue to develop a chronologically secure knowledge and understanding of world history, through a study of the Victorians. They will develop the appropriate use of historical terms and begin to devise historically valid questions about change, cause, similarity and difference, and significance. Children will:

- Find out about the past from census returns within the locality
- Identify changes in the locality within the Victorian period
- Give some reasons for the changes studied
- Select information from various sources to find out about aspects of the period

<u>PE</u>

Children will continue to apply a broader range of skills, developing an understanding of how to improve in different physical activities. More specifically, through Ultimate Frisbee they will learn to:

- Accurately backhand and forehand pass
- Consistently catch the Frisbee using the different catching styles
- Develop defensive structure in gameplay including marking

Art & Design/ D&T

During DT pupils will be designing, making and evaluating a Victorian toy. We will research the toys children played with during the Victorian era and make an original toy.

Chestnut Class Spring Term 2 Topic Web

Would You Want To Be a Victorian?

<u>PSHE</u>

During PSHE this half term our focus will be on dealing with feelings. We will consider a wide range of emotions and feelings and how these are experienced in the body and how we can deal with them.

Children will explore Buddhism within the theme of The Journey of Life and Death.

RE

They will:

- Engage with the meaning of refuge
- Enquire into the idea of taking refuge
 in Buddhism
- Explore the idea of taking refuge in the Buddha in Buddhist story
- Explore taking refuge in the Dharma as part of Buddhist life
- Explore taking refuge in the Sangha or Buddhist community
- Evaluate learning about the Buddhist idea of refuge

Children will explore 'Le

French

Château hanté' (The Haunted Castle). They will: Make links between French and English words. Follow a short, familiar text, listening and reading at the same time and recognising some familiar words in written form. Read familiar words and phrases aloud, pronounce them accurately and respond to them appropriately.

<u>Maths</u>

- Compare, recognise and understand the per cent symbol
- Use percentage and decimal equivalents
- Identify 3-D shapes from 2-D representations
- Distinguish between regular and irregular polygons
- Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- Find missing lengths and angles of rectangles (Y5)
- Draw 2-D shapes using given dimensions and angles
- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons
- Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius (Y6)

<u>Science</u>

Children will be studying Living things and their habitats.

Th<mark>ey</mark> will:

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- Find out about well-known naturalists and animal behaviourists
- Propagate plants from different parts of the parent plant
- Look at the history of classification of living things
- Study the binomial system introduced by Linnaeus and the 7 levels of classification used today
- Understand why classification is important and use and create classification keys

Computing

Children will be developing an interactive game They will:

- Create original artwork and sound for a game
- Design and create a computer program for a computer game, which uses sequence, selection, repetition and variables
- Detect and correct errors in the computer game
- Use iterative development techniques (making and testing a series of small changes) to improve the game.