

English

Reading

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 Berlie Doherty's – Street Child.

Writing

Children will empathise with a character and explore possible reasons for his actions; explore narrative plot, settings and characters; write texts based on fictional experiences; write recounts from a character's point of view; write in a chosen form for a selected audience.

SPAG

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

Art & Design/ D&T

Children will be learning about the Victorian artist and writer William Morris.

The focus will be on pattern and printing, looking at his fabric and wallpaper designs and making and designing our own wallpaper and fabric prints.

Maths

- Solve problems involving multiplication and division; use knowledge of factors and multiples, squares and cubes
- Compare, order, add, subtract and multiply fractions
- Identify, name and write equivalent fractions
- Recognise mixed numbers and improper fractions
- Read and write decimal numbers as fractions (Y5)
- Add, subtract, multiply and divide fractions
- Calculate decimal fraction equivalents
- Multiply and divide numbers giving answers up to three decimal places
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
- Solve problems by calculating and comparing percentages (Y6)

Chestnut Class Spring Term 1 Topic Web

Would You Want To Be a Victorian?

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 place of the Victorian period within the history of the UK
- Discover what life was like for poor children including work, education and play
- Study the key social reformers – Shaftesbury and Barnardo

PSHE

The children will be focusing on keeping safe and managing risk; thinking about keeping safe online, within relationships and at home.

RE

Children will explore Hinduism within the theme of beliefs and questions and how questions about Brahman and atman influence the way a Hindu lives. They will:

- Engage with a dilemma for some Hindu monks
- Enquire into Hindu ideas about God, the world and living beings
- Explore different ideas about Brahman/Atman in Hindu narrative
- Explore ideas about God in Hindu community practice
- Explore how Hindu Living is affected by the idea of Brahman/Atman
- Evaluate their learning about Hindu belief and practice in relation to Brahman/Atman

French

Children will explore 'Le 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.

Science

Children will be studying Living things and their habitats.

They will study the life cycles of:
mammals,
amphibians,
insects,
birds,
and some unusual examples like egg-laying mammals and marsupials

The children will compare complete and incomplete metamorphosis.

PE

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

- Follow moves and routines, which match the beat of the music
- Use varied speeds and directions to denote the differences in dances
- Carry out sequences with co-ordination

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.