# **Year 5 Summer 1- Topic Web: Groovy Greeks**

# English

# **Greek myths and legends**

- To re-write a famous myth
- To plan and create my own myth
- To use the grammatical terminology in the Year 5 Glossary when discussing my writing.
- To edit and evaluate my writing.

#### Science

#### Living things and their habitats

- To be able to explain the differences in the life cycles of a mammal, an amphibian, an insect and a bird.
- To be able to describe the life process of reproduction in some plants and animals.
- To be able to plan the correct enquiry to answer a auestion
- To be able to recognise which secondary sources will be most useful to their research (nonstatutory).
- To be able to use scientific diagrams and labels.
- To explain their findings.

# Spanish

To recap the names of food and drink.

### **Net games: Tennis**

- To defend by covering all space on the court.
- To throw the ball into undefended areas of the court
- To learn how to rally consistently with a partner.
- To identify & throw and hit into space to win a point.
- To play a competitive net game in a team.
- To identify & throw into space to win a point.

#### **History: Ancient Greece**

- To explore an ancient civilization in detail.
- To compare and contrast ancient civilizations.
- To compare what was happening in the Greek civilisation with what was happening in Britain at the same time

#### Maths

- To convert between metric units of length, mass and capacity and unit.
- To know and use approximate conversion between imperial and metric measures.
- To use mental strategies to add and subtract involving decimals
- To use formal written strategies to add, subtract and multiply involving decimals
- To multiply and divide by 10, 100 and 1000 involving decimals
- To derive multiplication facts involving decimals

# **Stuffed Toys**

To design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.

### **PSHE: Relationships**

- To recognise the importance of self-esteem.
- To investigate and reflect on a variety of positive and negative online and social media contexts.
- To learn about the SMARRT internet safety rules and how to identify when something online feels uncomfortable or unsafe.
- To look at the impact of online gaming and screen time.

### Music: Southwark Splash Project

- To create visual representation of music using a range of marks to represent all th interrelated elements of music.
- To listen to music with concentration and describe music in terms of interrelated elements and with some understanding historical context.
- To listen and respond to introductions to playing and counting.
- To listen to and compare music and begin to identify historical context.
- To show appreciation and some understanding a wide range of high quali live and recorded music drawn from different traditions and from great composers and musicians

# Computing

## Selection of physical computing

- To design, write and debug programs that accomplish specific goals.
- To include controlling or stimulating physical systems.
- To solve problems by decomposing them into smaller parts.

### R.E. God is everywhere

This investigation enables pupils to learn in depth from different religious and spiritual ways of life about worship, drawing out more detail, history and diversity through focusing on places of worship.