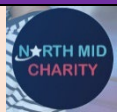


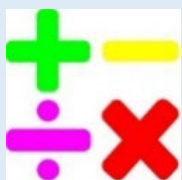
Kingfisher Hall Learning Grid: Spring 1, Year 5 - Force of Nature



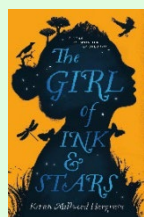
Force for positive change: Our F4+C will focus on raising funds for our chosen charity: North Mid Charity. On the last week of the term, we will be showcasing all the art and DT work created by our amazing children during the term. In order to attend and enjoy the exhibition with us, visitors will be requested to pay £1. North Mid Charity raises funds to support and enhance life at North Mid. The charity has funded a wide range of projects at the trust, many focusing on providing vital support for staff and patients.

INSET Day – 8.1.24
 Young Voices - 31.1.24
 Children's Mental Health Week – 5.2.24
 Safer internet Day - 6.2.24
 Dan Freeman author – 7.2.24
 D&T/ Art Exhibition – 8.2.24
 Rose Class Assembly – 9.2.24

Maths: In Maths, Year 5 will consolidate their previous year knowledge of the four operations. Measurement (volume and capacity) and Geometry (Position and direction) will be studied from an enquiry based approach. During lessons, pupils will be supported by manipulatives and pictorial representations, enable them to acquire a deeper and long- lasting understanding of the topics taught.



English:
 In English children will build upon their reading skills of inference, retrieval, authors' choice, clarification and summarising by focusing on our class text: **The Girl of Ink & Stars**. Using this book as a stimulus for writing, the children will look at: building cohesion across paragraphs, using commas to clarify meaning, varied sentence structures, emotive language, parenthesis, role playing and formal language. The children will compose and edit a setting description narrative setting throughout this unit.



Science: Forces
 Children will learn that Forces are the things that allow the movement of all objects around us. Explaining that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object. Identifying the effects of air resistance, water resistance and friction, that act between moving surfaces. Recognising that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect. The children will explore learning through research, recording, conducting a fair test and evaluating their findings.



Geography:
 Children will learn about the locational knowledge of coasts in addition to coastal features and processes looking at human and physical geography.



PHSE: Dreams and Goals
 Children will discuss their future dreams and the importance of money. They will look at jobs and careers, thinking about their dream job and how to get there. They will also discuss goals in different cultures and look at supporting different charities.



Physical Education: **Indoor: Gymnastics**
 Children will work collaboratively to build on their skills of balance and coordination when creating various bridges in gymnastics. Through this they will learn essential information and guidance on back care.
Outdoor: Rugby
 Children will learn to throw and catch a rugby ball; weave and dodge around players; how to tag people; the best techniques to intercept the ball; attacking and defending tactics and how to play a full game of tag rugby.



Music
 This term the children will continue to prepare for Young Voices and final performance in January. After this, they will learn to play the guitar learning G and B strings and playing to a rhythm using the 'walking fingers' technique.



ART: Pulleys and Gears To explore existing products, develop skills and techniques and apply these skills and techniques to create a toy for year 1 students.



Spanish:
 Children will continue Spanish lessons. They will learn about common school objects and how to share their preferences.



Computing: Programming – selection in physical computing
 In this unit, learners will use physical computing to explore the concept of selection in programming through the use of the Crumble programming environment. Learners will be introduced to a microcontroller (Crumble controller) and learn how to connect and program components (including output devices- LEDs and motors) through the application of their existing programming knowledge.

