

Summer Term Year 5

All subjects are directly linked to the National Curriculum's programmes of study.

Changes in The Wild

PSHRE	Computing	PE	MFL
<p>Health and Wellbeing - It's My Body</p> <p><u>Subject Endpoints</u></p> <p>Skills Learning about consent and autonomy. Learning about body image and stereotypes and learning about substances which are harmful to our bodies. Children will also learn about the importance of sleep and keeping clean, especially as their bodies change during puberty. Explore the things that influence the way people think about their bodies, where different pressures can come from and how these pressures can be resisted. To consider the choices they have and learn about the support that is available to them.</p> <p>Knowledge Applying skills to take care of their bodies and wellbeing.</p> <p>Health and Wellbeing - Aiming High</p> <p><u>Subject Endpoints</u></p> <p>Skills Recognise achievements, aspirations and opportunities. Recognise the type of attitude that helps us succeed. Identify own personal preferred learning styles, to understand how individuals learn best. Recognise challenges people face and barriers to success. Develop strategies to overcome such obstacles. To identify opportunities that are available now and those which may be available in the future. Identify stereotypes in the world of work.</p> <p>Knowledge To adopt preferred individual learning style in order to learn best. Know that attitudes effect successes. Work in a solution focused way to overcome barriers to success. To reflect on their personal goals and the steps they can take to achieve these in the future.</p>	<p><u>Computing – Game Creation using Kodu</u></p> <p><u>Subject Endpoints</u></p> <p>Skills Can use the terrain tools and control a character's movement using Kodu Game Lab. Can add different types of paths to a world and use these to control a character within a game. Understand how different pages can be used to change behaviour of objects within a game. Use sequence, selection and repetition in programs. Debug a program by decomposing a problem and creating a sub-solution for each of the parts. Be able to use previous knowledge of games to produce a concept idea and plan for own computer game.</p> <p>Knowledge Understand how to combine programming techniques learnt in Kodu Game Lab to produce a game to meet a chosen design.</p> <p><u>Communicating- 3D Modelling</u></p> <p><u>Subject Endpoints</u></p> <p>Skills Can use the ready-made templates and make a design the recognisable. Can evaluate, refine, edit, and adapt models to suit a design brief. Designs demonstrate that they have considered the brief and can discuss changes they intend to make to their designs to refine them for printing. Can evaluate, refine, edit, and adapt models to suit a design brief.</p> <p>Knowledge Can design a 3D model to fit certain criteria.</p> <p><u>Online Safety We follow 'Education for a Connected World'.</u></p> <p>Online Relationships</p> <p>Knowledge Relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.</p> <p>Self-image and Identity</p> <p>Knowledge Shaping online identities and how media impacts on gender and stereotypes.</p>	<p>Cricket</p> <p><u>Subject Endpoints</u></p> <p>Skills Develop underarm bowling accuracy. Develop batting accuracy and begin to work on directional batting. Develop close, and deep field, catching.</p> <p>Knowledge Use throwing and catching in isolation and in combination. Confidently catch a ball thrown towards them.</p> <p>Play competitive games: Basketball</p> <p><u>Subject Endpoints</u></p> <p>Skills To continue to pass the ball in different ways e.g. chest, bounce, low, high, shoulder. To continue to learn about the principles suitable for attacking and defending.</p> <p>Knowledge To understand and follow the rules of a game. Use running, jumping, throwing and catching in isolation and in combination. Apply basic principles for attacking and defending. Play competitive games</p>	<p>French</p> <p><u>Subject Endpoints</u></p> <p>Skills Read carefully and show understanding of words, phrases and simple writing. Identify words/short phrases and recognise/compare different sounds. Read a wider range of words, phrases and sentences aloud. Broaden vocabulary and develop their ability to understand new words that are introduced into familiar written material.</p> <p>Knowledge Identify French words for: family, animals, days, months, seasons and weather. Write some familiar words and phrases without help. Increase awareness of rules and patterns of language, along with the use of pronunciation and intonation to influence meaning.</p>

