Computing: Spreadsheets

What your child should know –

- To use formulae within a spreadsheet to convert measurements of length and distance
- To use the count tool to answer hypotheses about common letters in use.
- To use a spreadsheet to model a real-life problem.
- To use formulae to calculate area and perimeter of shapes.
- To create formulae that use text variables.
- To use a spreadsheet to help plan a school cake sale.

PSHE:

What your child should know –

- Know what constitutes a healthy diet (including understanding calories and other nutritional content).
- Know the principles of planning and preparing a range of healthy meals
- Know how to cook and apply the principles of nutrition and healthy eating

P.E – Cricket/ Hockey

What your child should know –

- How to demonstrate agility, balance, coordination and precision.
- How to apply skills effectively in different situations
- How to work alongside and against others when attacking and defending.
- How to throw, catch and pass.

Art – Drawing Perspectives

What your child should know-

- What do I know about perspective, vanishing point and horizon
- What do I know about Henry Moore, focusing on his work on perspective
- Which techniques will I need to develop to create perspective in my drawing

NORDEN Community Primary School

Being the best we can be

Curriculum Newsletter

Term – Summer 1   Year 5

Hi Everyone,

It has been lovely to welcome the children back for another term. We have lots to look forward to: science investigations, math's challenges, our new English unit looking at the book 'Cosmic' by Frank Cottrell-Boyce, as well as Art where we will be drawing based on perspective.

We would like to thank you for your continued support: helping the children at home with their homework makes such a difference and we do appreciate how busy life can be. We hope your children enjoy this half term and learn lots of new skills and knowledge.

From Mr. Martens and Miss Hatton

MON	TUES	WED	THURS	FRI
	PE – 5H PE – 5M		PE – 5M PE – 5H	Reading, Spellings, Maths homework. Spelling test in school and new spellings set.

English – Narrative Science Fiction - Cosmic
What your child should know-
- how to identify the purpose and audience for their writing.
- different word classes (noun, verb, adjective, adverb and pronoun) expanded noun phrases and sentence structures, including complex sentences and the use of relative clauses
- how to use modal verbs, alliteration, adverbial phrases, similes, prepositions and rhetorical questions
- the impact of formal and informal language

Music (Continued)
What your child should know –
- How to draw out a story being told by music.
- How to recite parts of the story 'Dance Macabre'.
- How to compose a spooky scene.
- How to experiment with volume to create atmosphere (crescendo/diminuendo).
- How to perform a piece of music to an audience.

Science – Space
What your child should know –
- How can you explain the movement of the Earth and other planets relative to the Sun?
- How can you explain the movement of the Moon relative to the Earth?
- How can you demonstrate how night and day are created?
- What do we know about the dimensions associated with the Sun, Earth and Moon?

Geography – Biomes
What your child should know -
- What are different types of biomes and what creates them.
- What are the main features of a rainforest.
- What are the main features of tundra and deserts.
- Where are the different regions in the world where different biomes exist.

R.E. - What does it mean to be a Muslim in Britain today?
What your child should know –
- Make connections between Muslim practice of the Five Pillars and their beliefs about God and the Prophet Muhammad.
- Describe and reflect on the significance of the Holy Qur'an to Muslims.
- Describe the forms of guidance a Muslim uses and compare them to forms of guidance experienced by the pupils.
- Make connections between the key functions of the mosque and the beliefs of Muslims

Maths - Shape
What your child should know –
- How angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- How to identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- identify:
  - angles at a point and 1 whole turn (total 360°)
  - angles at a point on a straight line and half a turn (total 180°)
  - other multiples of 90°