## Oak Class – Spring Term 2024 Overview of Learning

	First Half Term	Second Half Term
	Y5 Spelling (Read, Write, Inc) - Unit 7: Words ending -ence - Unit 8: The ee sound spelt ei - Unit 9 - Words ending -ant,-ance, -ancy  Y6 Spelling (Read, Write, Inc) - Unit 7: The sh sound spelt si or ssi - Unit 8: Silent letters - Unit 9 - The spellings ei and ie	Y5 Spelling (Read, Write, Inc) - Unit 10 - Words ending shus spelt -cious - Unit 11 - Words ending in shus spelt -tious - Unit 12 - Words ending in shul spelt -cial or -tial  Y6 Spelling (Read, Write, Inc) -Unit 10 - Words ending -ible and -able - Unit 11 - Plural nouns 1 - Unit 12 - Plural nouns 2
	Writing (CUSP)	Writing (CUSP)
English	First person stories with a moral (2-3 weeks) - how to plan a narrative and interweave a moral - characters are portrayed through their actions, what is said and how it is said - balance description, action	Formal letters of application (2-3 weeks) - how language can be adapted to persuade - the rule of three - use and sustain a formal tone - structure a formal letter in clear paragraphs
	and dialogue in a narrative  - use and sustain the first person perspective  Explanatory texts (2-3 weeks)  - the present progressive tense indicates actions that are ongoing now  - the passive verb form places emphasis on the object of a sentence  - use precise tier 3 vocabulary to convey an expert voice  - use organisational and	Playscripts – Shakespeare retelling (1-2 weeks) -who Shakespeare was and why he is so significant to British heritage - a synopsis is often written in the present tense to convey a sense of immediacy - write a synopsis of a Shakespearian play - write concisely in the third person Select vocabulary precisely to convey meaning
	- use precise tier 3 vocabulary to convey an expert voice	person Select vocabulary

	Poems that use work play (1 week) - word play enhances meaning through the sound of words - homophones are an effective word play device - use word play to engage the reader - perform a poem and vary intonation and volume to convey meaning	
	Reading (CUSP)  How To Live Forever - wry humour is a form of dry humour, intended to mock - it is helpful to read a poem twice: once for an overall impression and twice for meaning - analyse questions to clarify their intention - structure a response to a text verbally  A Midsummer Night's Dream - answers do not always need to be in full sentences - the working in questions may not match that in the text - analyse questions carefully to understand what is required - summarise a paragraph or longer section of text	Reading (CUSP)  I am Not a Label - the protagonist is the main character in a story, film or play - narratives are not always written chronologically - orally rehearse responses before writing them - explain how a piece of evidence supports a point  The Boy in the Tower - some stock phrases to support interpreting evidence - a range of techniques used to end chapters and motivate the reader to read on - identify some techniques used in poetry and explain their intended effect - use inference to support summarising a paragraph
Maths	Y5 Maths (White Rose) - multiplication and division - fractions - decimals and percentages  Y6 Maths (White Rose) - ratio - algebra - decimals	Y5 Maths (White Rose) - decimals and percentages (continued) -perimeter and area - statistics  Y6 Maths (White Rose) - fractions, decimals and percentages

		- area, perimeter and volume - statistics - revision
Science	Earth and Space (CUSP) - describe the movement of the Earth and other planets relative to the sun in the solar system - describe the movement of the moon relative to the Earth - describe the sun, Earth and moon as approximately spherical bodies -use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky	Electricity (CUSP) - associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit - compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches - use recognised symbols when representing a simple circuit in a diagram
History and Geography	Map Skills - Four and Six Figure Grid References (CUSP)  - use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied  - use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world  - use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.	Battle of Britain (CUSP) - why did Britain declare war on Germany in 1939? - why was rationing introduced in 1940? - why were people evacuated from cities? - what happened in the Battle of Britain? - The Blitz: how did Hitler continue to attack Britain? - how did conflict change society in the Second World War?

Art, Design and Technology	Food and Nutrition Does food affect the way you feel?  Pupils will learn how to cook foods that are often pre-made and processed. They will learn and apply techniques to make dishes designed to help improve energy levels, mood and future health.	Art  Explore the work of Frida Kahlo
Modern Languages	Food and Parts of Adaptation to a story	rds to France d opinion the body or describe a monster eversation
Music	Dona Nobis Pacem - Texture (3-part round/polyphonic texture), monophonic, homophonic, 3/4 time, durations (crotchet, rest, quavers, minim, dotted minim, dotted crotchet), sacred vocal music, singing in harmony;	Ain't Gonna Let Nobody - Civil rights movement in the USA, compare musical styles (Gospel, rhythm and blues, choral), spiritual turned protest song, vocal improvisation, chords C minor and G7.
Physical Education	Gymnastics (GetSet4PE) - to develop inverted movements with control (1 & - to use flight from hands to travel over apparatus (1 & 2) - to create a group sequence using formations and apparatus - to create a contrasting group sequence using formations and apparatus	Swimming (External Instructor at Broadland Sports Centre) - introduced to specific swimming strokes on their front and on their back - learn how to travel, float and submerge with increasing confidence - learn and use different kicking and arm actions
	Dodgeball (GetSet4PE) - improve on key skills used in dodgeball such as throwing, dodging and catching - learn how to apply simple tactics to outwit their opponents	Tennis (GetSet4PE) - develop their understanding of the principles of net and wall games - think about how they use skills, strategies and tactics to outwit the opposition

	- use running, jumping, throwing and catching in isolation and in combination - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending	- learn key skills such as racket control, hitting a ball and how to score points - opportunities given to play games independently - taught the importance of being honest whilst playing to the rules.
	- Taught by a qualified instructor (Mr Wilson)	- Taught by a qualified instructor (Mr Wilson)
PSHE	Y5 PSHE Valuing our bodies and minds - valuing ourselves - alcohol, tobacco and drugs - keeping well (1 & 2)  Y6 PSHE Being the best me - being the best me - social media and our wellbeing - taking care of our mental health (1 & 2)  (Discovery Education)	Y5 PSHE Caring in the community - changing needs - feeling lonely - why volunteer  Y6 PSHE Responsible behaviour as we get older - taking care of myself - looking after my money - transition to secondary - personal passport  (Discovery Education)
Religious Education	Key Question: What can we learn about the world and knowledge about the meaning of life from great philosophers? (Philosophy)  - the ways different philosophers or religions understand abstract concepts, including varying views about the existence of the soul in classical Greek Philosophy.  - the complex nature of concepts such as truth, reality and identity found in Buddhism, Christianity and Plato.	Key Question: What difference does the Resurrection make for Christians? (Understanding Christianity - Salvation)  - Jesus: as God incarnate, also known as the Son of God. Christian belief that Jesus fulfilled prophecies about the Messiah Salvation: Gospel accounts of Jesus' death and resurrection and the various interpretations of these accounts in terms of the meaning of salvation (e.g. forgiveness, sacrifice, redemption).

	- the work of one or two key	- Textual theology:
	philosophers such as	consideration of genre, author,
	Socrates/Plato.	content, reliability and
	- consideration of	audience in relation to the
	consequences of action in	Gospels and resurrection of
	relation to karma.	Jesus.
	Telation to Karma.	- Festivals: the diverse ways
	(N 1 D )	in which people celebrate
	(Norwich Diocese)	festivals such as Easter.
		(A) (1.D)
		(Norwich Diocese)
	Creating Media -	Creating Media
	Introduction to Vector	- 3D Modelling
	Graphics	(Teach Computing)
	1	
	- drawing tools	
	- drawing tools - creating images	- introduction to 3D modelling
Computing		- modifying 3D objects
Computing	- creating images	- modifying 3D objects - make your own name badge
Computing	<ul><li>- creating images</li><li>- making effective drawings</li></ul>	<ul><li>modifying 3D objects</li><li>make your own name badge</li><li>making a desk tidy</li></ul>
Computing	<ul><li>creating images</li><li>making effective drawings</li><li>layers and objects</li></ul>	<ul> <li>modifying 3D objects</li> <li>make your own name badge</li> <li>making a desk tidy</li> <li>planning a 3D model</li> </ul>
Computing	<ul><li>creating images</li><li>making effective drawings</li><li>layers and objects</li><li>manipulating objects</li></ul>	<ul><li>modifying 3D objects</li><li>make your own name badge</li><li>making a desk tidy</li></ul>
Computing	<ul><li>creating images</li><li>making effective drawings</li><li>layers and objects</li><li>manipulating objects</li></ul>	<ul> <li>modifying 3D objects</li> <li>make your own name badge</li> <li>making a desk tidy</li> <li>planning a 3D model</li> </ul>

<sup>\*</sup> CUSP - Curriculum with Unity Schools Partnership