

Religious Education	English	Maths
<p style="text-align: center;">Creation</p> <p>Knowing that there are two stories of Creation, understanding what being made in the image and likeness of God means and the responsibility to use our God given talents, knowing some reasons for praising God the creator of the world.</p> <p style="text-align: center;">Miracles and Sacrament of the Sick</p> <p>Knowing a number of miracles of Jesus and identifying how his actions brought change to people's lives, knowing about some places of pilgrimage and prayer for the sick, understanding that the Sacrament of the Sick is an important celebration for those who are ill.</p> <p style="text-align: center;">Advent</p> <p>Knowing and understanding that Christians prepare to remember the first Coming of Christ and prepare for his Second Coming during Advent., discussing the messages of those who have proclaimed the coming of Christ.</p>	<p>Danny the Champion of the World by Roald Dahl</p> <p>Text type coverage: story writing skills, classics, discursive text Reading: Making predictions, establishing fact and opinion, summarising ideas, discussing and comparing texts, inference skills. SPG: conjunctions, punctuation for speech, adverbial phrases (including fronted adverbs), apostrophes for possession and omission, sentence types (simple, compound, complex), commas, homophones, synonyms and antonyms. Writing: use of figurative language, , planning and drafting own chapter of story, editing and improving, discursive text.</p> <p style="text-align: center;">Planet Pandora (video stimulus)</p> <p>Text type coverage: non-chronological report</p> <p style="text-align: center;">The Highwayman by Alfred Noyes</p> <p>Text type coverage: poetry, suspense story writing Reading: interpreting symbolism and inferring the story from the poem, learning poetry by heart and preparing poetry to perform. Writing: writing poetry, using rhyme, rhythm and figurative language to create an effect, creating suspense.</p>	<p>5.1 read, write, order and compare numbers to 1 000 000 and determine the value of each digit</p> <p>5.2 count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000</p> <p>5.3 interpret –ve numbers in context, count forwards and backwards with + and - whole numbers</p> <p>5.4 round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000</p> <p>5.5 solve number problems and practical problems that involve all of the above</p> <p>5.6 read Roman numerals to 1000 (M) and recognize years written in Roman numerals</p> <p>5.7 add and subtract whole numbers with more than 4 digits, including using formal written methods</p> <p>5.8 add and subtract numbers mentally with increasingly large numbers</p> <p>5.10 solve addition and subtraction multi-step problems in contexts</p> <p>5.9 use rounding to check answers to calculations and determine, in context, levels of accuracy</p> <p>5.48 solve comparison, sum and difference problems using information presented in a line graph</p> <p>5.49 complete, read and interpret information in tables, including timetables</p> <p>5.15 multiply and divide numbers mentally drawing upon known facts</p> <p>5.17 multiply and divide whole numbers and those involving decimals by 10, 100 and 1000</p> <p>5.11 identify x and factors, including finding all factor pairs of a number, and common factors</p> <p>5.18 recognise and use square numbers and cube numbers, and the notation</p> <p>5.19 solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes</p> <p>5.12 know and use the vocabulary of prime numbers, prime factors and composite numbers</p> <p>5.13 establish whether a number up to 100 is prime and recall prime numbers up to 19</p> <p>5.36 measure and calculate the perimeter of composite rectilinear shapes in cm and metres</p> <p>5.37 calculate and compare the area of rectangles, and estimate the area of irregular shapes</p> <p>5.38 estimate volume and capacity</p> <p>5.41 identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p>

Science	Geography	History	Computing
<p style="text-align: center;">Space</p> <p>Describing the movement of the Earth and other planets relative to the sun in the solar system, Describing the movement of the moon relative to the earth, Describing the sun, moon and Earth as approximate spherical bodies, Using the idea of the Earth's rotation to explain day and night.</p> <p style="text-align: center;">Properties and Changes of Materials</p> <p>Comparing and grouping together everyday materials on the basis of their properties, knowing that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution, using knowledge of solids, liquids and gases to decide how mixtures might be separated, giving reasons for the particular uses of everyday materials, demonstrating that dissolving, mixing and changes of state are reversible changes and explaining that some changes are not</p>	<p style="text-align: center;">Raging Rivers</p> <p>Explaining why many cities are situated on or close to a river. Understanding why people may be or may not be attracted to live by rivers. Naming and locating many of the world's most famous rivers on an atlas and explaining the course of a river.</p>	<p style="text-align: center;">The Blitz and WW2</p> <p>Creating a timeline of Coventry through the Blitz, identifying why areas were chosen as targets for the Blitz, visiting the cathedral to see the ruins, imagining what life was like for Coventrians through the war and knowing facts about the War.</p>	<p style="text-align: center;">Multimedia (Image editing)</p> <p>Use image editing software to perform constructive edits to photographs and created layered manipulations and enhancements. Understand that this can be done both constructively and destructively and can mislead. Learn a variety of image editing techniques and make artistic choices about how and when to apply these.</p> <p style="text-align: center;">Web design</p> <p>Use online website builders to take the children through the process of creating a site. Explore the purposes for websites and why people create them. Manage and update their own site.</p>

PE	Music	Art & Design	Design Technology	Languages
<p style="text-align: center;">Disc Sports</p> <p>To develop their throwing and catching skills. To be able to throw the disc both forehand and backhand.</p> <p style="text-align: center;">Dance - Rock 'n' Roll</p> <p>Learn a series of steps and movements. Develop an understanding of the style and history. Perform choreography with partner. Develop understanding of performance and viewpoint from audience perspective.</p> <p style="text-align: center;">Table Tennis</p> <p>To develop their hand eye co-ordination skills. To learn to serve in two different ways and to maintain a rally within the game.</p> <p style="text-align: center;">Orienteering</p> <p>To be able to read O.S maps confidently. To use these skills to go off site into an unfamiliar area. To apply skills learnt in visit to the common.</p>	<p style="text-align: center;">Medleys</p> <p>tarting with Pop then Rock, Folk, Musical, Theatre</p> <p style="text-align: center;">Cyclic patterns</p> <p>Repeated pattern group work making up their own patterns using three or more percussion instruments and make up a dance to go with it. Then completed a performance.</p>	<p style="text-align: center;">Colour and Paint</p> <p>Demonstrating a secure knowledge of the colour wheel, using a range of specific colour language, recognising that colour can be used to reflect mood, create texture with paint, selecting correct equipment for the task, recognising some artwork of key artists and begin to place them in key movements or historical events, discussing thoughts and feelings about paintings and begin to review own and others' work.</p>	<p style="text-align: center;">Food: Making Rocky Roads</p> <p>Researching, planning, making and evaluating a Rocky Road. Preparing and making using a range of techniques. Understanding seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	<p>Recapping vocabulary for numbers, months, days, birthdays, greetings and commands.</p> <p>Learning vocabulary associated with colours, body parts.</p>