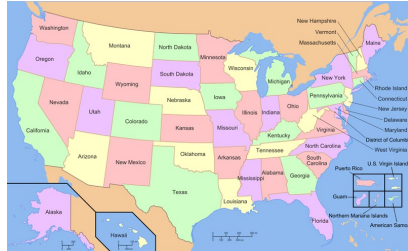


# BRJS Year 5/6

## Spring 1 Overview



# USA



### Maths

Yr 6 will be completing their block on *Geometry* looking at reflections, rotations and translations.



Followed by:

Decimals: Place value- integers and decimals; adding and subtracting decimals;  $\times$  and  $\div$  decimals by 10,100 & 1,000;  $\times$  and  $\div$  decimals by integers and in context and rounding decimals.

Fractions, decimals, percentages: (FDP) understand %; equivalent FDP; ordering FDP; % of an amount 1 step and multi step; % missing values.

### Guided Reading

This half term we will continue to read *Tales of the fourth Grade Nothing*



### Dates

Caythorpe (PGL) meeting for Yr5 -January 17<sup>th</sup> (Tuesday) 3:30pm in BRJS school Hall. Information to follow

SATs meeting Yr6– Tuesday 21<sup>st</sup> March 5:00pm

### Maths

Yr 5 will be completing their block of learning on fractions, followed by:

Multiplication and division flashback; revisiting long multiplication; 4 digit division with remainders and  $\times$  and  $\div$  reasoning problems.



Fractions: multiplying fractions by an integer; calculating fractions of a quantity and an amount and using fractions as operators.

Decimals: Equivalent fractions and decimals for tenths, hundredths and thousandths; ordering and comparing decimals.

### English

"Give me a dollar or I'll spit on you." That's Bradley Chalker for you. He is the oldest child in the class. He tells enormous lies. He picks fights with girls, and the teachers say he has "serious behaviour problems." No one likes him - except Carla, the new school counsellor. She thinks Bradley is sensitive and generous, and she even enjoys his far-fetched stories. Carla knows that Bradley could change, if only he weren't afraid to try. Sometimes the hardest thing in the world is believing in yourself. Not only will we deduce information about characters from the text, we will be writing diary entries from their perspectives; investigating playscripts and changing a narrative into one and looking at formal letter writing. Along with this we will see how a character's emotions change throughout the story along with the perspectives of others towards



# BRJS Year 5/6

## Spring 1 Overview

### History/ Geography

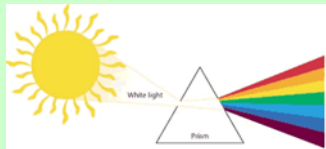
We are starting this term by looking at the geography of the USA:

- ♦ locating countries and states
- ♦ Using 8 compass points to describe and compare location
- ♦ Creating line graphs to show and compare temperatures
- ♦ Researching and presenting information about a region of the USA
- ♦ Learning about regions and biomes of North America

### Science

We will be investigating all about Light to:

- recognise that light appears to travel in straight lines.
- use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.
- explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.
- use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast



### PE

As part of our study into the USA, we will be learning the key steps to the 'Jive' followed by 'Rock and Roll' dancing. We will learn how these dance styles emerged, master typical steps, practise some routines and there will be the chance to perform to our friends.



### RE/PSHE

This term we are learning about wisdom, teaching and authority of religions;

Looking at words from sacred texts and what they mean.

Thinking about how these words impact on people's lives and their value in today's world.

### Art

We will be exploring the modern Pop art style; its characteristics, typical techniques, impact on culture and the key figures Andy Warhol and Roy Lichtenstein.



### Music

We will be using Charanga to guide us through some classic rock and roll music. This platform will enable us to listen and appraise, improvise, explore rhythm, compose, sing, use instruments and perform.



### Computing

During our unit on Scratch, we will be learning about:



What a variable is; creating a voting program; creating a ghost catcher game where we create sprites, change backdrops; design codes and add sound; playing and evaluating our games.