

Literacy

Fiction

We will be looking at the stories in video games, making links to traditional tales and writing our own narrative for a game.

Non Fiction

We will be looking at the features of persuasion texts, and writing a persuasive piece to make people buy our video games..

SPAG

We will be learning about commas in lists, commas to clarify, single dashes, relative pronouns, subordinate clause and conjunctions,

Exciting Sentences (Alan Peat)

We will be exploring 3ed sentences, 3 if sentences and Noun, which/who/where

ICT and Computing

We will be using coding to make and understand how it can be used to make video games. We will use Bloxel Builders to design our own video game.



Year 5 2016-
Great Games!

PE

This term the children will be doing gymnastics and athletics.

Art & DT

We will be exploring digital art, looking at the techniques used before creating posters and interactive displays for our games.

Music

We will be using Garageband to compose our own soundtracks and soundeffects for video games.

Maths

Multiplication and Division

Multiply and divide numbers mentally drawing upon known facts

Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders.

Solve problems involving \times and \div including using knowledge of factors and multiples, squares and cubes

Fractions

Recognise mixed numbers and improper fractions and convert from one form to the other

Add and subtract fractions with the same denominator and denominators that are multiples of the same number

Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams

Read and write decimal numbers as fractions

Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents

Round decimals with two decimal places to the nearest whole number and to one decimal place

Geometry

Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

History & Geography

We will look at the history of video games and how they have evolved over time. We will use timelines to plot the evolution of games console

RE and PSHE

Healthy Me - How do I stay healthy and what are the benefits?

What impact have video games had on society?

Science

Changing Materials

Soluble solutions - investigating soluble and non-soluble materials

Separating solutions - Exploring a range of methods to separate solutions back to their original states

Mixing heating and burning - noticing the effects when cooking bread, cakes and experimenting with eggs.

Oxidation - investigating how some changes in materials can't be reversed, eg, rust and mould.