

## Spring 2 - Year 5

### Knowledge & Understanding of the World

#### Geography

This term in Geography, we're learning how the water cycle works, how oceans support human activity and regulate the Earth's climate, exploring the Great Barrier Reef and its importance, and understanding the impact people have on our oceans.

#### RE

Our Religion for Spring 2 is Hinduisim - What might Hindus learn from stories about Krishna?

#### Science

After completing our human development unit, our topic of 'Earth and Space' includes describing the movement of Earth, the moon, day and night, and the sun, Earth and moon as spherical bodies.

### Problem Solving, Reasoning & Numeracy

#### Maths

Our Maths lessons will be focused on calculating with decimal fractions before our study on factors, multiples and primes.

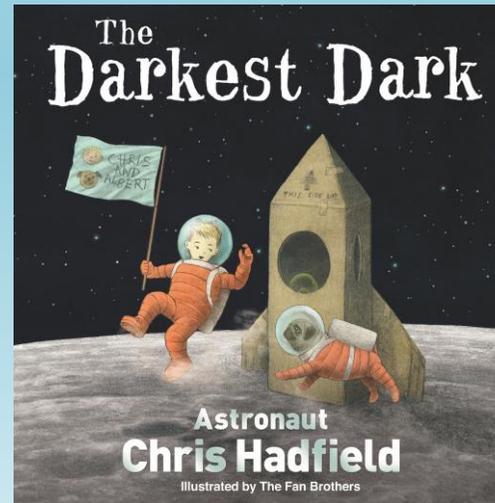
### Communication, Language & Literacy

#### Literacy

Narrative: We will be using 'The Darkest Dark' as our high quality text to focus on writing a formal biography.

#### French

Our work for this half term is Clothes/Fashion and Carnival..



### Personal, Social & Emotional Development

#### PSHE Jigsaw

Our next theme is Citizenship which explores how laws and rights work in society, how individuals and groups can influence change, and how we can all make positive contributions to our communities and the environment.

### Creative Development

#### PE

Our lessons this half term will focus on net and wall games. We will also be going swimming every Wednesday.

#### Computing

Year 5 will continue to learn about E-safety. Our main topic will about coding through Discovery Coding as well as some curriculum enrichment through special computing workshops.

#### DT

We will be looking at food: what could be healthier? We are planning and making a health Bolognese.

#### Music

Our music topic this term is 'Music & Words'. We will blend Italian vocabulary, improvisation across styles from classical cadenzas to jazzy scat, and poetry-inspired composition to explore how words and music work together to create mood and expression