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	Year 5		The Victoria	n <u>s</u>	Spring 1
learn about to population de	he effects of the industria ensity. They learn how sor	l revolution on diff	was like for many children during the ferent towns and cities and how this d individuals began to work together	created changes in	 <u>Key Texts</u>: Street Child by Berlie Doherty
and provide t	them with more rights.		History/ Geograp	ahv	
	NC Links		Knowledge	,	Skills
A significant turning point in British history, the industrial revolution A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066		 That the Victorian era was a Queen Victoria between 20 January 1901 The industrial revolution was Victorian period between 1 is when new machinery was powered by steam. Factoria in cities as production began produced Reformers, argued in Parlia stop child-work. These are laws passed by Parliament. 1841 Mines Act - No child was possed. 	vas during the 1760 – 1840 and this s invented – es began being built in to be mass ment for laws to three of the new	Use sources of evidence to deduce information about the past. Describe and compare the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children. Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural).	

to work underground in a coal mine.1847 Ten Hour Act - No child to work more

• 1874 Factory Act - No child under 10 to be

OL: Can I explain what the industrial revolution was and

than 10 hours in a day.

employed in a factory
OL: Can I explain who the Victorians were?

its influence on life today?



OL: Can I explain what it was like to live in Victorian	
•	
London?	
OL: Can I explain what it like being a Victorian child?	
OL: Can I explain the importance of child labour in the	
Victorian era?	
OL: Can I explain the effect of the labour law and how it	
helped children?	



English English					
Writing Focus :	ting Focus: A non-chronological report		Short Bursts: Diary en	tries – POV Jim	
Cold Write :	Write a report about Year 4 in our scho	ool.	Formal le	etter to Dr Barnardo	
WAGOLL:	A report about Victorian schools		Biograph	ny of a character	
Hot Write :	A report about jobs that children did in	n the Victorian era.	Compari	son texts	
Purpose:	To entertain		Audience:		
	NC Links	Knowledge	(Grammar)	Skills (Punctuation, Composition)	
 Using the perfect form of verbs to mark relationships of time and cause. Using expanded noun phrases to convey complicated information concisely. Selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning. Using a wide range of devices to build cohesion within and across paragraphs. 		 Using colons to intro Using semi-colons we Using bullet points Using active and parallel informal texts. Terminology for children: colon semi-colon bullet points active passive 	vithin lists	 Use of brackets, dashes and commas for parenthesis. Expanded noun phrases to describe. Inverted commas to indicate speech. Use of rhetorical questions. 	



Speaking & Listening					
Speaking & Listening	Debating				
 Understand how to answer questions that requires single sentence response. Demonstrate active listening by justifying ideas of others. Vary the length and structure of sentences. Ask questions and make suggestions to take an amount of the present an idea, topic or explanation to a group of the comment on the grammatical structure of a range accounts. 	r expanding on the ideas of ctive part in discussions. of peers. ge of spoken and written	 Respectfully challen Build on points and rhetorical questions 	een formal and informal according to the situation. ge opinions or points, offering an alternative. provide counter arguments with fact, opinions and i.		
Spelling & Phonics					
NC Links	Know	vledge	Skills		
Spell some words with 'silent' letters Continue to distinguish between homophones and other words which are often confused Use knowledge of morphology and etymology in spelling and understand that the spelling of some words needs to be learnt specifically, as listed in Appendix 5.0	Spellings including:	ssession and contraction utory list contained within	 -able and –ible word endings Use of apostrophes -es and –ies plural endings 		
	Handy	writing			
NC Links		vledge	Skills		
 Pupils should be taught to: write legibly, fluently and with increasing speed by: choosing which shape of a letter to use when given choices and deciding whether or not to join specific letters choosing the writing implement that is best suited for a task. 	joined.	sive style. Capitals are never ment that is best suited for a	Improve the legibility, consistency and quality of their handwriting		



Art, Design & Technology						
NC Links	Knowledge	Skills				
Design Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Make Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Evaluate Evaluate Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	 Know that William Morris was a Victorian designer. Know what type of artist a designer is. Identify different art styles from the Victorian era. Know toys children played with in the Victorian era. Know the history of the Victorian Toy Theatre. 	OL: Can I find out about an influential designer. OL: Can I design a wallpaper piece based on the art of William Morris? OL: Can I design and make a Victorian toy theatre. OL: Can I design and create scenery and characters for a toy theatre.				



Science – Properties of Materials				
Enquiry Questions:				
		cent, conductor, insulator, circuit, permeable,		
NOTAL:	imperm			
NC Links	Knowledge	Skills		
 Planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary. Taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate. Reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and a degree of trust in results. Pupils should be taught to: Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets. Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic. 	 Some materials conduct electricity better than other materials. Some materials conduct heat better than other materials. Some materials are magnetic – this includes most metals. Particular materials are chosen for their properties when designing a new product. OL: Can I test the effects of magnets on different materials? OL: Can I test which materials are permeable or impermeable? OL: Can I investigate electrical conductivity? OL: Can I identify thermal conductors and insulators? OL: Can I find out how properties of materials influence design choices? OL: Can I find out about how knowledge about properties of materials resulted in the invention of Kevlar? 	 Plan an investigation to test the electrical conductivity of different types of metal. Plan an investigation to test thermal conductivity (melting of ice) and measure results using scientific equipment. Suggest further investigations that could be carried out based on results and make predictions about these. Design a product based on knowledge about the properties of materials (design a lunchbox). 		



Music Control of the					
<u>Termly Focus</u> : Composition – Percussion Composition	ns linked to Victorian street	Key Vocabulary: Compos	se, effect purpose, bar, time, pulse, pace, timbre, lento,		
callers		adagio,	crescendo, diminuendo, mezzo, chords, major, minor,		
		scale, m	nodes, raga, blues, duration, metre, ostinato		
NC Links	Knov	wledge	Skills		
The national curriculum for music aims to ensure that all pupils: • perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and musicians • to create and compose music on their own and have the opportunity to progress to the next level of musical excellence • understand and explore how music is created, produced and communicated, including through the inter-related dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate musical notations. Pupils should be taught to: • improvise and compose music for a range of purposes using the inter-related dimensions of music • listen with attention to detail and recall sounds with increasing aural memory • appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians	 Be able to recognise m popular during the Vict Recognise styles of mu 	usical instruments that were	 Use knowledge of timbre to affect use of vocal and instrumental sound Can compose for effect/purpose Can revise and refine their own work and suggest improvements to the work of other's using musical language. They will feel confident to write down their own rhythmic ideas using shorthand They will be aware of how to pick and notate tunes that move by step or skip using any of the kinaesthetic methods and will transfer these skills to the written page 		



Computing					
NC Links	Knowledge	Skills			
 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	 Know different digital devices that can record video and sound. Know different ways of recording including the use of zoom, angle and movement (panning). Know how to use a device safely. 	 I can plan a video project using a storyboard. I can record a video. I can store, retrieve and export a recording to a computer. I can select the correct tools to edit a video. I can evaluate my project. 			



RE					
Termly Focus: Beliefs and Moral Values	Key Question: Are Sikl	n stories important today?			
Religion Focus: Sikhism					
NC Links	Knowledge	Skills			
Learning about the nature of religion and belief exploring questions about the nature, truth, meaning and value of religion and belief Learning about at least two other religions and/or worldviews, focusing on the way in which beliefs, practices and ways of life link together, recognising diversity of interpretation	 The Guru Granth Sahib is a holy book that teaches Sikhs how God wants them to live their lives. Sikhs treat the Guru Granth Sahib with great respect as they believe it is the Sikh's last Guru (great teacher). 	 I can explain how some stories can teach people about what is important and how to behave. I can recognise that stories can be an important way of expressing belief and meaning and can explain the relevance of a Sikh story. I can explain how some stories can teach Sikhs about what is important in life and relate this to non-Sikhs. 			



PSHE – Dreams and Goals				
Knowledge	Skills			
Focus:	Identify what my life might be like when I grow up.			
 Understand that I will need money to help me 	Identify a job that I would like to do.			
achieve some of my dreams.	Consider steps I would need to take to reach a dream or goal.			
 Know about a range of jobs and explore how much 	Reflect on how other people's dreams are similar or different to my own.			
these jobs may earn.				
Understand what is needed for a job I would like to				
do.				
Describe the dreams and goals of young people in a				
culture different to mine.				
 Understand that communicating with those from 				
other cultures can result in learning experiences.				



PE PE					
NC Links	Knowledge	Skills			
 Pupils should be taught to: develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] perform dances using a range of movement patterns 	 Explore movements that express and communicate the dance idea/theme. Link characteristics of different dance styles together as an individual and in groups. Create and perform a dance composition in small groups using at least 2 different dance styles from different eras. Individual elements showing canon and unison. Partner work showing changes in directions. Selected motif from the 1950s, 60s or 70s. Partner work showing changes in levels and matching and mirroring. 	 Explore and link motifs and movement phrases from different dance styles/eras. Apply choreographic devices of canon, unison, matching and mirroring, speed, direction, order and levels to motifs. 			
 Pupils should be taught to: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 Outdoor Focus: Netball Know the rules of netball and how this differs to basketball or other similar sports. Know of different types of passes and when these should be used. Understanding of game principles and space related attack and defence. 	 Consistent performance of ball handling skills with control and accuracy within the competitive game situation. Application of attacking and defending strategies into small-sided competitive games. Accurate evaluation of personal ability in attacking and defending roles. 			