



St Erth Primary Curriculum

Year 5 & 6: Autumn 2 (Cycle B)

Extreme Earth

SCIENCE

Forces

Geography

Volcanoes

Design Technology

Cooking Bolganese

COMPUTING

Game Design

RE

What kind of King was Jesus?

MUSIC

INTENT

Children will consolidate and extend their knowledge of forces including frictional forces (air resistance and water resistance) and plan fair test investigations

INTENT

Children will consider how the volcanoes affect the lives of people that live on the island of Hiemaey (Iceland)

INTENT

Children will learn about beef production and then prepare and cook a version of Bolognese sauce.

INTENT

Children will use programming to explore different variables when designing and coding a game.

INTENT

Children will learn about of why Christians believe Jesus came to Earth and what he did and taught while here.

Sequence of learning

Explore tremors and vibrations in musical instruments and how they produce their sounds..

Sequence of learning

1. What is gravity?
2. What is friction?
3. Whose shoe has the greatest friction?
4. What is air resistance?
5. What is water resistance?
6. What are gears, levers and pulleys?

Sequence of learning

1. What are the different parts of a volcano?
2. Where is Iceland and how does it compare to other European countries?
3. What are geographical features of the Westman Islands?
4. How does the physical and human geography of Hiemaey compare with the area in which I live?
5. Why are there so few trees on Hiemaey?
6. Why are there volcanoes on Hiemaey?
7. How were the people of Hiemaey affected when Eldfell erupted?
8. Why do the people of Hiemaey go on livening next to an active volcano?

Sequence of learning

1. How ingredients are reared and processed.
2. Make adaptations to design a recipe.
3. How do you evaluate nutritional content?
4. How do you prepare food?
5. What should be included on a product label?
6. Can you follow a recipe?

Sequence of learning

1. What is a 'variable' as something that is changeable?
2. Why is a variable used in a program?
3. How can I improve a game by using variables?
4. How do I design a project that builds on a given example?
5. How do I use my design to create a project?
6. What are the worked well and can be improved in my project?

Sequence of learning

1. What kind of world did Jesus create?
2. What is the Parable of The Feast?
3. What is The Parable of The Tenants?
4. What kind of world did Jesus come back to? Why did he come back?
5. What kind of king is Jesus for the Christians?

PE

Basketball

Sequence of learning

1. Can you dribble a basketball with control?
2. Can you adapt your body position to attack/defend an opponent?
3. Can you demonstrate a successful chest pass?
4. Can you recall the features of a successful basketball shot?
5. Can you apply the skills and understanding you have learnt in a 5v5 game of basketball?

French

INTENT

Children will continue to work towards composing their letters to their French pen pal.

1. Where I live and where do you live.
2. How I look, what do you look like?
3. Hobbies - what I like to do in my spare time, what are your interests?
4. My pets.

PSHE
Keeping Safe & Digital Friendships
REAL PE
Creative