# **English**

- Weeks 1 & 2: study of 'Voices in the Park' - Anthony Browne. How does the author show character?
- Week 3 onwards: study of 'The Iron Man'
  - Language techniques eg onomatopoeia, metaphors, personification, repetition
  - Characterisation
- Phrases, main clauses, subordinate clauses, relative clauses & linked punctuation
- Speech marks
- Analysing & writing newspaper reports

### **Mathematics**

Y4/5/6 – all as appropriate to year group

- Place value of 4, 5, 6 &7 digit numbers
- Rounding numbers to nearest 10.000 100.000, million
- Roman numerals to 1000 & years
- Working with negative numbers
- Multiples, factors, common factors
- Fractions and decimals

# What a Load of Rubbish! Term 1 2019 Badgers

# **Spiritual**

Why should I look after the environment?

### Moral

- Does it matter to me if our waste is taken to other countries?

### Social

Work in groups amicably and with co-operation to creature sculptures for the school & village community to enjoy.

### Cultural

Find out about local and national sculptures eg Longleat's stone ring; The Angel of the North

### Science

Topic: Living things and their habitat

- Classify animal and plant groups using keys.
- Habitat survey
- Understand how change of habitat impacts on living thing

## Geography

- What is waste?
- What are the issues with waste?
- Do our oceans matter?



# **Design Technology / Art** Sculpture - local & national sculptures

- Study of WEEE Man
- Visit to sculptor Anthony Wilson
- Make sculptors from rubbish for display in school field.

### Music

- Compose a four bar rhythm and accompaniment using traditional notation
- Perform using 'rubbish'

### RE

Understanding Christianity topic: God.

Key question: What does it mean if God is holy and loving.

### **MFL**

Learn 'The Little Nose' story .and associated grammar and vocabulary

### PF

- **Swimming**
- Football skills

# Computing

- Using search technologies to investigate various types of social media.
- Creating and presenting a powerpoint about the main features of different social media apps and how we can keep ourselves safe whilst using them.

# Extra Information

### Homework

- Year 5 & 6 will have maths and English each week. English will be given on a Wednesday to be completed by Monday.
- All children will have spellings each week and should also practise their maths passport and read each evening.
- If your child needs help with any homework, please make sure they tell us **before** the work is due.

# PE

- Acorn Trust PE team will work with Badgers each Thursday outdoor kit required school PE t-shirt, school shorts, trainers. As the weather cools, if so wished plain black joggers or plain black sport leggings, school sweat shirt or hoodie. Girls will need socks tights are not allowed to be worn under shorts.
- We will be going swimming on Monday afternoons. Please ensure your child has their swimming kit – swimming is a compulsory part of the national curriculum.

**Key Vocabulary for this term** – please talk to your child regularly about this vocabulary

**Design Technology / Art:** sculptor, sculpture, assemblage, armature, construction, 3d, carving.

**English**: personification, metaphor, simile, repetition, onomatopoeia, characterisation, main clause, subordinate clause, relative clause, chronological order

**Geography:** biodegradable, single-use plastic, habitat, greenhouse effect, greenhouse gases, eco-system, sustainable, recycle, pollution, landfill, fossil fuel, compostable,

### **Badgers Staff**

- Mrs Godfrey teaches Monday morning, Tuesday and Wednesday until morning play; Mrs Bourne teaches Wednesday from playtime, Thursday and Friday.
- A year 4/5 group will be taught maths by Miss Graham whilst Mrs Bourne and Mrs Godfrey will teach a Year 5/6 maths group. This allows small teaching groups with a more focussed teaching to match the specific year group learning objectives and abilities. Whilst the children are primarily in their year group, we may move children around to the group that best meets their mathematical understanding.