




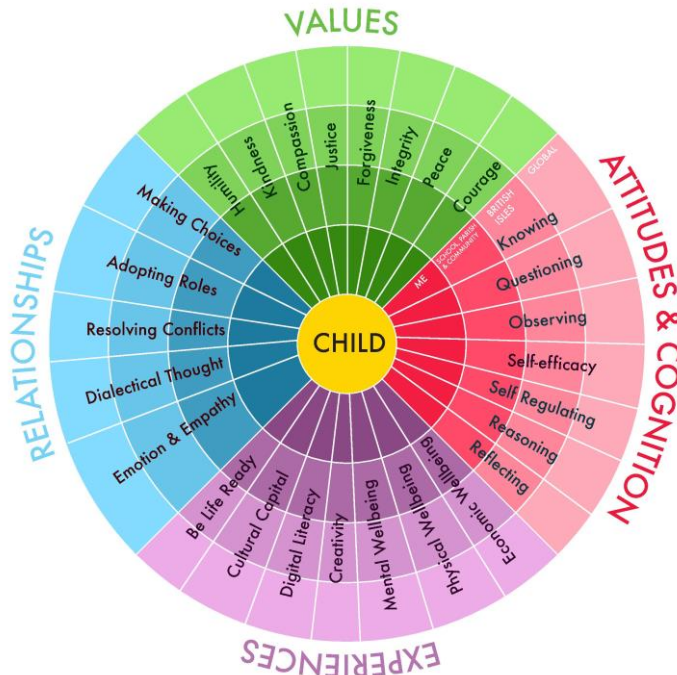


Year group: 5		Term: Autumn 1	Topic: Time Traveller - How does time affect us?	Kernow Cluster Topic Overview Sheet		<div><div></div><div></div></div>	
				Objectives			
Opportunities for outdoor learning: <ul style="list-style-type: none">Art & Design		Key vocabulary: <p>Time, clock, age, aging, aged, machine, journey, life, old, older, young, younger, developing, change, changing, puberty.</p>				Opportunities for trips / visitors: <ul style="list-style-type: none">Invite different generations to be interviewed by the children.	
PSHE/British values objectives: PSHE <ul style="list-style-type: none">Exploring the emotional changes associated with puberty – mood swings and extreme emotional reactions.		Digital literacy: <ul style="list-style-type: none">Use a digital photograph of themselves to make a digital montage in the style of Andy Warhol’s <i>Marilyn Monroe</i> prints.				Whole class texts: <ul style="list-style-type: none">Tom’s Midnight Garden – Philippa Pearce	
History objectives: Creating an in-depth study of an aspect of British history beyond 1066. <p>Learning about...</p> <ul style="list-style-type: none">Children to investigate how an aspect of everyday life has changed over the past 200 years.		PE objectives: Football & Athletics <ul style="list-style-type: none">Apply basic principles suitable for attacking and defending.Participate in a range of athletic events, e.g. long jump, 100 metres sprint etc.				Maths objectives: Recap on the four operations and fractions; Place Value. <ul style="list-style-type: none">1000s, 100s, 10s and 1s Numbers to 10,000 Rounding to the nearest 10 Rounding to the nearest 100 Round to nearest 10, 100 and 1,000 Numbers to 100,000 Compare and order numbers to 100,000 Round numbers within 100,000 Numbers to a million Counting in 10s, 100s, 1,000s, 10,000s, and 100,000s Compare and order numbers to one million Round numbers to one million Negative numbers Roman Numerals to 1,000	
Geography objectives: N/A this half-term.		Music objectives: N/A this half-term.		Science objectives: Animals including Humans <ul style="list-style-type: none">Learning about puberty and human reproduction.Research the UK population and how the ages are grouped.Describe changes as humans develop to old age.		Languages objectives: <ul style="list-style-type: none">listen attentively to spoken language and show understanding by joining in, writing and responding.	
Art objectives: Learn about great artists, architects and designers in history. <ul style="list-style-type: none">Explore Salvador Dali’s use of clock imagery.Explore and create expression in portraiture.		Computing objectives: <ul style="list-style-type: none">are responsible, competent, confident and creative users of information and communication technology.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		RE objectives: Creation <ul style="list-style-type: none">To know that because we are all created in God’s image and likeness, we all have something of God in us, which means we have to respect the similarities and differences of all people.		DT objectives: <ul style="list-style-type: none">Design and create a 3D time machine using various materials.	

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Links to previous topics:		Links to future topics:				Opportunities for home learning / cultural capital:	
History – how aspects of everyday life change (The Vikings/WW2).		Sow, Grow & Farm – The Dig for Victory Campaign.				<ul style="list-style-type: none">Scientific enquiries (how our reaction times change as we age)	
PSHE:		Maths skills: Main 4 operations, fractions and PV				Set homework:	
<ul style="list-style-type: none">Describe the changes that take place as humans develop from birth to old age. Learn about the changes that take place during puberty.		<ul style="list-style-type: none">Read, write, count, order and compare numbers to 1 million and know the value of the digits.Count forwards and backwards in steps of powers of ten from any given number up to 1 million.Round six digit+ numbers to the nearest 10/100/1000/10,000/100,000Identify multiples, factors, square numbers, and prime numbers to 100.Recognise and describe linear number sequences, including those involving fractions and decimals,Count forwards and backwards with positive and negative whole numbers through zero.Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.				<ul style="list-style-type: none">SpellingsDaily readingHandwriting	
History skills:		PE skills: Football & Athletics				English skills:	
<ul style="list-style-type: none">Describe changes that have taken place within and across historical periods.Use historical terms effectively to describe periods within history.		<ul style="list-style-type: none">Make tactical decisions while showing awareness of others.Understand and implement a range of tactics.Use a range of skills when attacking and defending.Demonstrate control and accuracy over running and/or jumping activities.Show accuracy and good technique when throwing for distance.		<ul style="list-style-type: none">Understand and use poetry for effectTake part in discussions about books, building on my own and others’ ideas.Develop stamina and write for a range of purposes.Proof-read writing to check for errors in spelling, grammar and punctuation.Use heading, sub-heading and introductory sentencesUse other sources of simple information to inform my writing, Internet etc			
Geography skills: N/A this half-term.		Music skills: N/A this half-term.		Science skills: Animals including humans		Languages skills: N/A in this half-term.	
				<ul style="list-style-type: none">Describe the changes that take place as humans develop from birth to old age. Learn about the changes that take place during puberty.Gather, record, classify and present a range of data in different ways.			
Art skills: Investigating & Exploring/Painting & Drawing		Computing skills:		RE skills: Creation		DT skills: Design, create and construct 3D models	
<ul style="list-style-type: none">Make drawings in a sketchbook and record observations of a range of artefacts and images studied annotating work and commenting on distinctive features.Show an understanding of how artists, designers and craft workers, from different cultures and historical periods, develop, express and represent their ideas.Use a wide range of painting techniques to create different effects.		<ul style="list-style-type: none">are responsible, competent, confident and creative users of information and communication technology.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		<ul style="list-style-type: none">Children will be able to make links to show how feelings and beliefs about care for the earth affect their own behaviour and that of others.Children will be able to compare their own and other peoples’ ideas about questions that are difficult to answer concerning their stewardship of the earth.Children will be able to show how their own and others’ decisions about how they care for the earth are informed by beliefs and values.		<ul style="list-style-type: none">Join and combine materials and components in permanent and temporary ways.Give reasons, supported by factual evidence for the success of aspects of a product.Select and use tools and equipment to measure, mark out and shape materials and components accurately.	