

### English

- Predict what might happen next.
- Summarise what has been read.
- Identify and discuss themes in reading.
- Discuss and evaluate how authors use language and its impact on the reader.
- Draw inferences about characters' feelings, thoughts, emotions and actions.
- Create detailed character profiles.
- Discuss opinions related to the themes in the text and present these as an argument using persuasive language.
- Retrieve and record information to answer questions.
- Integrate dialogue to advance the action.

## Year 5 Summer Term 2



### Science

- Describe the life process of reproduction in some plants and animals.
- Take measurements, using a range of scientific equipment.
- Use test results to make predictions to set up further comparative and fair tests.

### Maths

- Calculate the mean.
- Understand and interpret remainders.
- Investigate numbers: consecutive, multiples.
- Add two or more numbers mentally.
- Calculate with integers and decimals.
- Work systematically to solve problems.
- Solve problems related to volume.
- Choose efficient strategies for calculations.
- Investigate properties of numbers.

### History

- Locate Benin and understand its timeline.
- Find out about the lives of people who lived in Benin.
- Understand the trade network of the Kingdom of Benin
- Research Benin's Golden Age and understand its impact and the decline of the Empire.

### Art

- To explore batik.
- To develop stitching skills.
- To plan own Benin textile.
- To create a textiles piece with applique and batik, inspired by Benin artwork.
- To evaluate my art work.

### RSHE

- Know names of body parts.
- Understand the emotional and physical changes that take place in puberty.
- Describe how to manage physical and emotional changes during puberty.
- Learn about the importance of hygiene during puberty.

### Music

- Listen to a variety of music and discuss texture, tempo, instruments and how these interrelate to create the dimensions of a piece of music.
- Create an 8-bar composition using block and formal notation.

### Computing

- Identify conditions in a program.
- Identify the condition and outcomes in an 'if... then... else...'
- Use a design format to outline my project.
- Implement my algorithm to create the first section of my program.
- Test my program.
- Share my program with others and identify ways the program could be improved.

### PE

- Consolidate team work, map reading, communication and problem solving skills.
- Develop tactics for using defending and attacking.
- Practise more complex partner balances, focussing on mirror and matching movement.

### RE

- Learn about the significance of the Bible as a source of wisdom.
- Show understanding of wise sayings from two or more religions
- Make links between wise words and faith traditions.
- Identify similarities and differences between stories from two different religions.
- Suggest why sources of wisdom are important to religious people.
- Express thoughtful views on what would make a good source of wisdom.