



## How can we draw and change a circuit?

How can we create a simple circuit?

What symbols can we use to represent a simple circuit?

How does voltage change the brightness of a bulb in a circuit?

What conclusions can we draw about voltage and the brightness of bulbs?

When we change the voltage in a circuit, what will happen to the volume of a buzzer?

How can I create a switch to operate a circuit?

This Term's Value is...

**Creativity**

**Class Book**

Dragon Riders of Roar

(Jenny McLachlan)



### English

- Write effectively for a range of purposes and audiences, selecting language that shows good awareness of the reader.
- In narratives, describe settings, characters and atmosphere.
- Integrate dialogue in narratives to convey character and advance the action.
- Select vocabulary and grammatical structures that reflect what the writing requires, doing this mostly appropriately.
- Use a range of devices to build cohesion within and across paragraphs.
- Use verb tenses consistently and correctly throughout their writing.
- Use the range of punctuation taught at key stage 2 mostly correctly.
- Spell correctly most words from the year 5/year 6 spelling list and use a dictionary to check the spelling of uncommon or more ambitious vocabulary.

### Maths

- Adding and subtracting mixed numbers.
- Reflect shapes.
- Calculate angles in triangles.
- Calculate angles in polygons.
- Know equivalent fractions, decimals and percentages.
- Find percentages of amounts.
- Apply my knowledge to reasoning and problem-solving questions.



### Science – Electricity

- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- Use recognised symbols when representing a simple circuit in a diagram.

### Geography: Can I carry out an independent fieldwork enquiry?

- Develop an enquiry question.
- Determine the most effective data collection methods for fieldwork.
- Plan a route for a fieldwork trip.

### History: Mayan Civilisation

- Why do we study the Maya in history at KS2?
- When so much of the land they lived in was mountain and jungle, how did the Maya manage to become so important?
- What was everyday life in Mayan civilisation? How different was it for rich and poor?

### PSHE – Relationships

- Know that it is important to take care of my mental health.
- Know how to take care of my mental health.
- Recognise when people are trying to gain power or control.
- Judge whether something online is safe and helpful for me.
- Use technology positively and safely to communicate with my friends and family.

### PE NET/WALL

- Consolidate shots and volley.
- Introduce serve and tennis.

### ATHLETICS

- Improve jumping technique.
- Run using pace and tactics.
- Throw with different techniques.

### Art – Take a Seat

- Identify that chairs can be designed by artists and craftspeople and can reflect a particular period in history.
- Understand that making is about experimenting with materials to find out what is possible.
- Engage with the ‘design through making’ approach.

### D&T: Waistcoats

- Design a waistcoat.
- Mark and cut fabric according to a design.
- Assemble a waistcoat.

### RE – Humanism

#### How do inspirational people impact on how Humanists live today?

- Discuss the characteristics of a role model.
- Discuss how Albert Einstein, Alice Roberts and Charles Darwin might inspire a Humanist and say why.
- Explain something which has inspired me and how I live.
- Say whether the people we have studied might be a role model to me and others.

### French: Le Weekend

- Express what they do during the weekend in French.
- Recognise and highlight verbs within sentences related to weekend plans.
- Incorporate telling time into their descriptions of weekend activities.

### Computing: Inventing a product

- Evaluate code, understand what it does and adapt existing code for a specific purpose.
- Debug programs.
- Design appropriate housing for their product using CAD software.

### Music : Composing Leavers’ Song

- Listen and describe music.
- Writing chorus lyrics.
- Organise lyrics into a song structure.