

Yeti maths

- I can compare and order numbers to 1,000,000.
- I can add and subtract any number including decimals using and efficient method.
- I can recall the factors of numbers.
- I can add and subtract fractions
- Step challenge

In RE we are thinking around the questions: What do Christian's believe Jesus did to save people? and What difference does the resurrection make for Christians?

Art and DT

In Art this term we are using our ideas from the Viewer for drawing and painting and from the art of Benin for working in clay.

We are having a visit from Dexa Mehta to teach us some more about Hinduism and to do a cookery workshop with us about vegetarian Indian cookery.

What can we learn from this view?

Beaver Class Topic Web Spring Term 2

English - Our work will be inspired by our class book 'The Viewer' by Shaun Tan and Gary Crew. We will be writing journalistically, writing some short stories and trying our hand at writing different styles of information texts.

Science – We will carry on thinking about classification of plants and their adaptation and evolution. We will be thinking about how different plants reproduce and about the life cycles of mammals, birds, insects and amphibians.

History and Geography - The book takes us on a journey both geographically and in time. We will be thinking about some ancient civilisations and what lessons we can learn from them including Benin and the Mayans.

Maths -In Year 5 we are learning about fractions and how to calculate with them. We will also be looking at decimals and percentages. Keep sharpening those times tables – they really help.

In Year 6 we are contining our preparation for SATs by revising key ideas taught in Years 3 - 6. This does not mean the children will just be looking at old test papers, but that they will get a chance to revisit things they may have forgotten about.

Please do not use old test papers at home as it will make any areas the children need help with harder for me to identify.

PSHCE – Dear Diary

Knowing where to go for help - how do I feel? What affects my mood? Managing uncomfortable feelings - embarrassment what is a healthy / unhealthy relationship? Put-downs and boost ups - what is bullying? What do you do if you are being bullied?

What do you do if you see someone being bullied? Anti-bullying Breaking friends How do we show kindness to ourselves? How do I feel when I am shown kindness?

How do I feel when I show kindness to others? Supporting each other. How do I stay safe online? How do I manage appropriate relationships online?

In **PE** we are continuing to work with our Atlas sports coach on Fridays and we are learning hockey skills on Wednesdays. Please ensure your child has a full indoor and outdoor kit in school every day. If your child has a verruca it would be very helpful if they had a verruca sock so they can be safe barefoot in the hall.

Our value is JUSTICE – why not try to find out about injustice in our world?

Computing - In computing this half term we are making music digitally using Sonic Pi. This is available to download free at home as well so you can carry on the good work together and create things to share in school.

History National Curriculum objectives

• a study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066

to three decimal places. • Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.as a decimal. • Solve problems which require knowing percentage and decimal equivalents.Constructions Simple ratioMultiply numbers by multiples of 1 100 and 1000Simple formulae Equations require knowing percentage and decimal equivalents.• Solve problems which require knowing percentage and decimal equivalents of ½, ½, ½, ½, ½, ½ and those fractions with a denominator of a multiple of 10 or 25.Constructions Simple ratioMultiply numbers by multiples of 1 100 and 1000Witiply whole numbers using efficient methodsCo-ordinates Reflections and Translations Angle factsMultiply decimals using efficient methods	Year 5 Maths National Curriculum			Year 6 Maths National Curriculum	
Art and Design National CurriculumScience National CurriculumPupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.• recognise that living things can be grouped in a variety of ways • explore and use classification keys to help group, identify and name • variety of living things in their local and wider environment• describe how living things are classified into broad groups according to create sketch books to record their observations and use them to review and revisit ideas• describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals• Give reasons for classifying plants and animals techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]• recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents	Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. •Read and write decimal numbers as fractions [for example $0.71 = 7^{1}/_{100}$]. •Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. Read, write, order and compare numbers with up to three decimal places. •Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.Round decimals with tw decimal places to the n whole number and to c decimal place. •Recognise the per cen symbol (%) and underst that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, as a decimal. •Solve problems which require knowing percer and decimal equivalents.Year 5 Writing (not including punctuation and spelling)Solve problems with a denom of a multiple of 10 or 25Year 5 Writing (not including punctuation and spelling)Solve problems and vocabulary linked to topic, text, and Year 5 word list to add detail across a piece of textDistinguish between the language of speech and writing and develop formal language structures in		earest ne g imal t and tage s of ½, nator 5. Year 6 Use th Develo Delibe and cli Use fo Develo	Converting measurements Perimeter Area Add and Subtract Fractions with same denominators including Mixed Numbers Add and Subtract Fractions with denominators that are multiples of the same number Add and Subtract Decimals Multiply 1-digit number by single digit number Shape Properties 3-D shapes and nets Constructions Simple formulae Equations Co-ordinates Reflections and Translations Angle facts Writing (not including spelling) the passive voice deliberately op characters in detail erately select vocabulary and precise w arify meaning ormal language structures in speech an op settings and atmosphere in detail	Divide numbers mentally using known facts and place value Divide numbers using efficient written or mental methods Halve decimal and whole numbers Compare and order fractions Add and subtract fractions Solve problems using percentage and decimal equivalents Identify the value of each digit to 3dp Order numbers up to 10,000,000 Compare and order decimals Round numbers to required accuracy Multiply numbers by multiples of 10, 100 and 1000 Understand the order of operations Multiply whole numbers using efficient methods Multiply decimals using efficient methods Divide numbers by multiples of 10, 100 and 1000
 Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. to create sketch books to record their observations and use them to review and revisit ideas to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] recognise that living things are classifying plants and animals based on specific characteristics. recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents 	Art and Design National Curriculum		Science National Curriculum		
in different ways and that adaptation may lead to evolution.	techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. to create sketch books to record their observations and use them to review and revisit ideas to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] To learn about great artists, architects and		 rr e v d d d e c c rr n rr n k 	ecognise that living things can be g explore and use classification keys t ariety of living things in their local lescribe how living things are class o common observable characterist lifferences, including micro-organi Give reasons for classifying plants a haracteristics. ecognise that living things have ch provide information about living th nillions of years ago ecognise that living things produce pormally offspring vary and are not dentify how animals and plants are	to help group, identify and name a and wider environment ified into broad groups according tics and based on similarities and sms, plants and animals and animals based on specific anged over time and that fossils ings that inhabited the Earth e offspring of the same kind, but identical to their parents e adapted to suit their environment

Computing National Curriculum

Composing music using code through sonic Pi, pupils can import samples, add drum beats and compose simple tunes culminating in a battle of the bands using live loops of music. Selecting, using and combining a variety of software to design and create a range of programs, systems and content that accomplish given goals. Using programming language to create music including loops of music.