

## KS2 Curriculum Overview

Year Group: 5

Term: Spring 2

<i><b>Topic: Ancient Greece</b></i>	
<i><b>Art</b></i>	Study Ancient Greek Pottery. Examine the stories they tell, the colours and patterns that are used. Use this knowledge to create my own Ancient Greek pottery. Design my clay pot using appropriate colours. Evaluate my work and the work of others in my class using artistic vocabulary (sketch, tone, line, shade, colour, texture, effect.)
<i><b>Computing</b></i>	Design, write and de-bug a program to create our own computer games. Uses selection, conditional blocks and variables to create simple games. Pupils will compare code and explain why one set of code is more efficient than another. Use abstraction to help specific goals they want to achieve
<i><b>D&amp;T</b></i>	Design and create a pop-up book about an Ancient Greek hero. Examine examples of pop-up books and cards. Create a pop-up book with moving mechanisms on each page. Write a story about an Ancient Greek hero with pop-up pictures.
<i><b>English</b></i>	Different myths and legends of Ancient Greece and Instruction Writing. Explore and analyse the features of these texts. Use this knowledge to draft and write texts. Create my own Greek myth, inventing my own characters. Continue to focus on spelling, punctuation, grammar and handwriting.
<i><b>History</b></i>	Study of the Ancient Greeks – Know who the Ancient Greeks were and explore what life was like in Ancient Greece. Explore and explain how the Ancient Greeks began the theatre, democracy and the Olympics. Explore the achievements the Ancient Greeks made and examine the influence the Ancient Greeks had. Explore the belief in the Gods and Goddesses.
<i><b>Maths</b></i>	Decimals and percentages. Reading, writing and comparing tenths, hundredths and thousandths. Adding, subtracting and rounding decimals. Comparing quantities using percentages and finding percentages.
<i><b>PE</b></i>	Team Building - participate in challenges within a team, developing leadership, communication, collaboration and decision making. 5G – Swimming – aiming to swim 25m.
<i><b>RE</b></i>	Lent- Recognising Lent as a season of change for Christians to become more like Christ. Understand some things that that damage human relationships and the consequences of giving into temptations. Recognise the Sacrament of Reconciliation is the church's celebration of God's forgiveness of sin. Holy Week- Know the key events of the last week of Jesus' life. Understand some reasons why people wanted to kill Jesus. Learn about the story of the Passover and make links between this story, the Last Supper and the celebration of Mass.
<i><b>Spanish</b></i>	Animals and Pets – Name and recognise animals in Spanish. Describe animals fluently in Spanish. Understand different words linked to animals and pets. Know, understand and say a favourite animal in Spanish.
<i><b>Science</b></i>	Materials and their Properties Compare and group materials together, based on their properties. Explain how some materials dissolve in liquid to form a solution. Explain how mixtures might be separated, including sieving, filtering and the use of magnets

### Spelling lists- Spring 2

Week 1	Week 2	Week 3	Week 4	Week 5
Neighbour's Sandcastle's Conscious Explanation Necessary Build Queue Signature Reassign Designer pressure Enviably Enjoyably Possibly Alter Altar Led Lead suppose surprise	Sacrifice Secretary Shoulder Signature Sincere Sincerely Soldier Stomach Sufficient Suggest Symbol System Temperature Thorough Twelfth Variety Vegetable Vehicle Yacht existence	Definitely Unfinished Paragraph Finalise Definitive Reattaching Unattached Infinitely Calligraphy Geographical Frequently Forty Leisure Language Opportunity Nuisance Category Achieve Guarantee disastrous	isle aisle aloud allowed affect effect herd heard past passed familiar foreign apparent ancient bargain exaggerate convenience physical interfere individual	chief shield ceiling vein weird pierce yield receive rein protein controversy neighbour harass equipment correspond desperate government lightning amateur accompany