Lavender Topic Planner – Year 5 – Spring 2 (Purple = areas of the curriculum linked to ANCIENT EGYPT. Green = areas taught discretely.)

## ART AND DESIGN
**Outcome: Sculpt a canopic jar from clay:**
- Evaluate work against intended outcomes
- Return to work over longer periods of time
- Develop skills in clay including slabs, coils and slips

## MATHS (Decimals, Percentages and Angles)
- Solve problems involving numbers up to three decimal places
- Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred'
- Write percentages as a fraction with the denominator 100, and as a decimal
- Estimate and compare acute, obtuse and reflex angles
- Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- Draw given angles, measure them in degrees (º)
- Identify angles at a point on a straight line and ½ a turn (total 180 º)
- Identify angles at a point and one whole turn (total 360º); identify other multiples of 90º

## GEOGRAPHY
**Outcome: Develop locational knowledge**
- Identifying different countries on a map by their shape
- Know about the wider context of places (e.g. continent, country, region)
- Learning about rivers through studying the use of The River Nile

## ANCIENT EGYPT

## ENGLISH
**Outcome: Instruction text for mummification:**
- Analyse the conventions of different types of writing for example, using imperative verbs in instructions
- Read books and texts that are structured in different ways for a range of purposes
- Use organisation and presentational devices such as headings, sub-headings, bullet points, diagrams and text boxes

## ENGLISH
**Outcome: Explore Shakespeare through the play 'Macbeth':**
- Perform role plays and improvisations
- Listen to and discussing the play Macbeth
- Read a text structured in a different way
- Make comparisons within a text for example, characters' viewpoints of the same event
- Infer character's feelings, thoughts and motives from their actions and justifying inference with evidence

## COMPUTING
**Outcome: Use computer programming to create an Egyptian Maze:**
- Design, input and test complex sets of instructions to a program or device
- Design, write and test simple programs that follow a sequence of instructions
- Design, write and test simple programs that allow a set of instructions to be repeated
- Design and debug programs

## HISTORY
**Outcome: Provide an account of an historical event based on more than one source:**
- Use dates to place and order events on a timeline
- Make comparisons between Ancient Egypt and life today
- Understand that the type of information available, depends on the period of time being studied
- Using a range of primary sources to understand the first moon landing
- Discuss reliability of sources
- Evaluate the usefulness of a variety of sources

## SCIENCE
**Outcome: Describe the changes as humans develop to old age:**
- Present data using line graphs
- Make comparative statements linked to the variables being investigated
- Use personal knowledge and understanding to form an explanation

## LANGUAGES
**Outcome: Learn about schools, hobbies and transport**

## RE
**Outcome: Learn about the Jewish festival of Pesach:**
- Describe how the Seder reminds Jews of times in their history when they have suffered persecution
- How symbolic food can be used to remember important events

## PSHE
**Outcome: Understand about 'Living in The Wider World':**
- Understand the role of banks
- Raise money for charities
- Manage money

## MUSIC
**Outcome: Explore the topic of human life cycles with music from Brahms, Berio, Liszt and Monteverdi**

## PE
**Outcome: Create short dances inspired by themes:**
- Demonstrate fluency and rhythm in a processional dance
- Perform a dance phrase in time to the music/accompaniment