

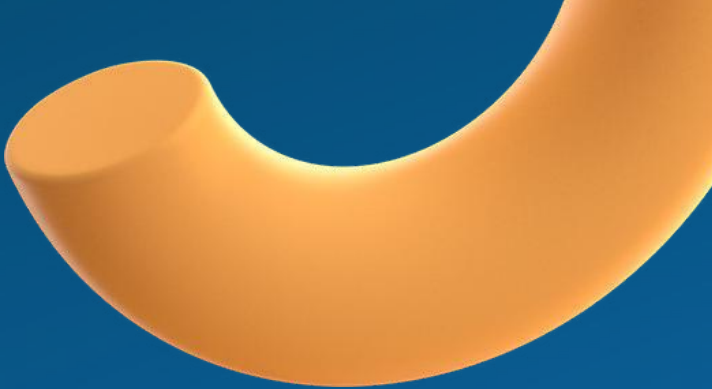


THROUGH THE AGES

JUNIPER

TERM 4

LITERACY



This unit introduces Year 5 pupils to Macbeth through adapted extracts, discussion, and drama. Pupils explore key themes such as ambition, power, and choice, using modern translations to support understanding of Shakespearean language.

Pupils develop a range of writing skills through purposeful outcomes, including letters written in role to explore character thoughts, adapted scenes presented as playscripts, and creative narrative responses based on key events. The unit ends with pupils planning and performing a short soliloquy, enabling them to demonstrate voice, emotion, and empathy. Spoken language and drama activities are embedded throughout to deepen comprehension and support confident writing.

Maths

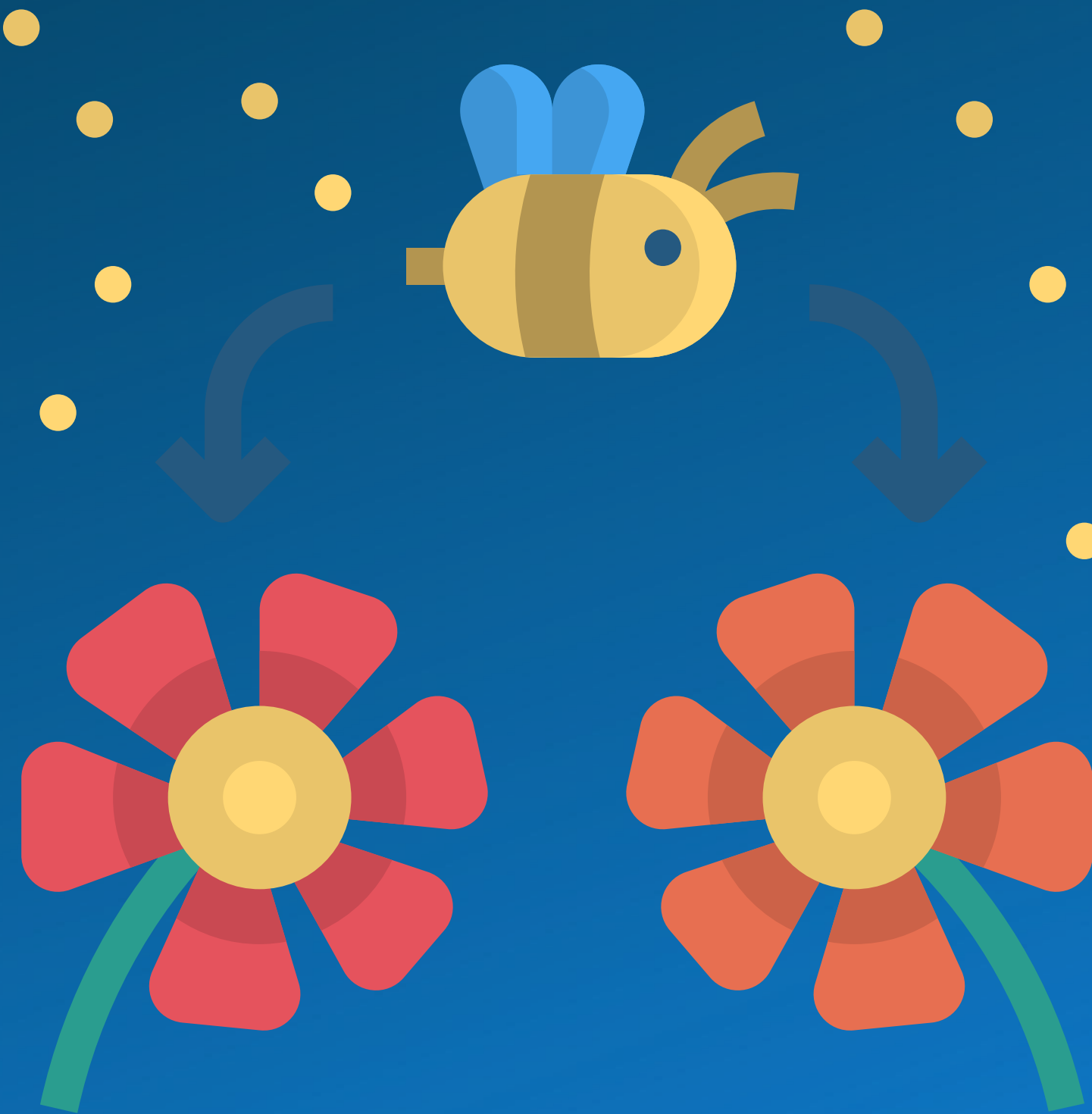
In this unit, pupils develop a secure understanding of fractions as numbers, building on prior knowledge of equal parts. Pupils compare and order fractions, identify equivalent fractions, and convert between improper fractions and mixed numbers. They learn to add and subtract fractions with the same denominator and relate fractions to division.

Practical resources, representations, and visual models are used throughout to support reasoning and deepen understanding. Pupils are encouraged to explain their thinking using correct mathematical vocabulary. Frequent opportunities for problem-solving and reasoning are planned to ensure pupils can apply their knowledge in a range of contexts.



Science

Living things and their habitats. The children will learn about the reproduction in both animals and plants. We will explore the process of pollination and cover dispersal, fertilisation & germination, moving learning on to the life cycles of different animals.



Topic

This unit explores the achievements and influence of Ancient Greek civilisation and its impact on the modern world. Pupils learn where Ancient Greece fits within a chronological framework and compare life in different city-states, including Athens and Sparta. They investigate daily life, religion, democracy, myths, and the Olympic Games, using a range of historical sources.

Pupils develop key historical skills by asking questions, analysing evidence, and explaining the significance of Ancient Greek ideas and achievements. Opportunities for discussion, comparison, and written responses support pupils in understanding how the past differs from the present and why Ancient Greece remains important today.

Art



In this unit, pupils explore Ancient Greek sculpture and its influence on art and design. They study examples from different periods, including kouroi statues, classical figures, and relief carvings, focusing on proportion, pose, and expression. Pupils learn how Greek artists represented the human form and aimed to show movement, balance, and realism.

Through sketching, clay work, and modelling, pupils develop their skills in shaping, refining, and evaluating their work. They experiment with texture and form to create their own Greek-inspired sculptures, reflecting on how historical artists influenced their design choices. The unit encourages careful observation, creativity, and discussion about how art can represent ideas, beliefs, and culture.

PE

P.E Outdoor- Basketball

Indoor- swimming which will take place on Fridays. Children will need to bring in a swimsuit/trunks, goggles, and a towe. This will need to be in a bag that is separate from their school bag.



Music

The children will continue to build on their understanding of a range and scales, notes, tones and tempo. They will experiment with these to create different musical sounds.



RE

Pupils explore justice and fairness through Jesus' teachings and the life of Mother Teresa. They study parables about kindness, forgiveness, and helping others, and learn how Mother Teresa lived out these teachings by caring for those in need.



Computing

This term the children will look at programming using crumble kits. The children will create simple codes to programme the crumble kits and use a variety of devices such as controllers, sparkles and motors.



Homework

30 TTRS games per week.
Reading 30 minutes per night.
Passport to learning projects.
Spelling practise.





**Thank you
for
reading!**