



## Curriculum Newsletter for Year 5 & 6 - Autumn 1 - 2020

Dear Parents and Carers,

Welcome back! We hope that you all had an enjoyable break and are looking forward to the new school year. We would like to share our curriculum overview with you about all the great learning that we have coming up this term.

Please note:

- PE day will be **Monday** so please ensure you have your full PE kit in on this day including trainers. PE will be outside so make sure you have the appropriate kit to keep warm when it starts getting colder!
- Homework will be handed out on a **Thursday** to be returned on a **Tuesday**. Children will receive literacy and numeracy homework as well as spellings. They are also expected to be reading and practising their times tables on TT Rockstars.

Please take a look at our Curriculum Map for this half term.

In Literacy, we will be beginning by working on a narrative unit based on a book titled 'The Princess' Blanket'. We will be using this book as inspiration for our own narrative stories. Our first class book will be 'The Lost Happy Endings' which we will be working on in reading sessions.

In Numeracy, we will be beginning by focusing on place value, negative numbers and the four operations. We will be building on our previous learning before applying these skills to reasoning and problem solving. We'll be working on our arithmetic and times tables skills daily.

In Jewish Studies we will be working on our Hebrew reading and learning about the upcoming Jewish festivals

Our first computing focus will be programming using Scratch to make our own games.

Our topic:

Baghdad (900AD)

In PE, our focus is kwik-cricket. We will learn and practise the required skills and rules before applying these to full games.

In PHSCE/RSE, our focus will be rights and responsibilities and democracy. We will be thinking about our roles and responsibilities for the New Year, both in and out of school.

Our history focus is Baghdad. We will be learning about Baghdad 900AD and developing chronologically secure knowledge to assist us in the understanding of world history.

Our first computing focus will be programming using Scratch to make our own games.