Creative Curriculum Unit of Work			
Year: 5		Topic: Earth and Beyond	
English:		History/Geography	
Animation: La Luna Write a detailed description of one scene Character profile Describe a setting Use show not tell to aid description Use dialogue effectively Plan and write a story Write effectively for an audience Draft and write by selecting appropriate grammar and vocabule Edit and improve our work Grammar: Speech marks to punctuate direct speech with new line for new Expanded noun phrases Fronted Adverbials	w speaker and comma before reporting clause	esearch and explain famous space explorers in History	
Science	Art and Design/Design Technology	Personal, Social, Health & Economic Education	Computing
 Earth and Space Describe the movement of the Earth, and other planets, relative to the Sun in the solar system. Describe the movement of the Moon relative to the Earth. Describe the Sun, Earth and Moon as approximately spherical bodies. Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky. Understand how times zones are created 		 Differences Different cultures Racism Rumours and Name Calling Types of bullying Does money matter? Celebrating differences across the world 	Designing a Game In this unit the children will learn to design and code their own computer game using the program Scratch.
RE	French	Music	Educational visits
Who did Jesus say "I am"? Why is light an important symbol at Christmas?	 Identifying names of domestic pets Describing and talking about pets Practising conversations asking and answering questions about owning a pet Changing question forms: Do you have an animal? Do you have a dog? Changing from the definite to the indefinite article, using the correct gender Using colour to identify pets 		
Wow factor! Supporting your child's home learning			
		 PE on Monday and Friday – PE kit to be warn to school on these days Water bottle to be brought into school daily Reading – 5 x per week (minimum 15 mins) Times tables - 5 x per week (15 mins) 	