



The Creative Learning Journey

Year 5 / 6

Knowledge and Understanding of the World

Design Technology - Systems and control

- Build low voltage electrical circuits, with support, within products.

Geography - Locating places, environments and patterns

- To use atlases and globes and maps and plans at a range of scales to locate places using 4 figure grid references.

Geography - Understanding places, environments and processes

- To identify and describe in detail natural and human features.

History - Chronological awareness

- Place events, people, and changes into correct periods of time.

ICT - Create and communicate information

- Cut and paste between applications.

ICT - Find and analyse information

- Prepare, interpret and classify appropriate information.

Design Technology - Making

- Pupils will explore the qualities of materials and how to use materials and processes.
- Pupils will measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with precision.

Design Technology - Rigid and flexible materials

- Pupils will confidently identify the materials and components that are appropriate to the task.
- Pupils will independently use techniques for reinforcing and strengthening their products.

Geography - Investigating

- Ask questions, describe and explain geographical patterns, similarities, differences and physical and human processes.
- Use and select primary and secondary sources of information, suggest conclusions and present findings in a variety of ways.

Geography - Locating places, environments and patterns

- Draw plans and maps at a range of scales and plan routes, journey times and distances.

History - Chronological awareness

- Use an increasing depth of factual knowledge about the history of Wales, Britain and other areas to describe past societies and periods and begin to make links between them.

History - Knowledge and understanding

- Recognise features of periods and societies studied.

Personal, Social and Emotional Development

Active citizenship

- Understand why and how laws are made and enforced Understand there are consequences when rules/laws are broken

Moral and spiritual wellbeing

- Reflect on what it means to belong to a faith community and develop ways of communicating others responses.
- Reflect on what it means to belong to a faith community and develop ways of communicating their own responses.

RE - Learning From Religion - Exploring religious beliefs, teachings and practices

- Describe differences between religions.
- Identify and begin to describe the similarities in religions.

Creative Development

Art and Design - Making

- Design and make two dimensional images and three dimensional objects and artefacts by selecting a range of various materials for a variety of purposes.

- Explore, experiment and apply with confidence the elements of the visual, tactile and sensory language of art, craft and design for different purposes. Which include line, tone, colour, pattern, texture, shape and form.

Music - Appraising

- Listen to and appraise music.

Music - Performing

- Maintain a part as a member of a group in a part song.

- Sing with increasing dynamics, phrasing, pitch and duration and begin to control breathing, posture and diction.

Art and Design - Investigating

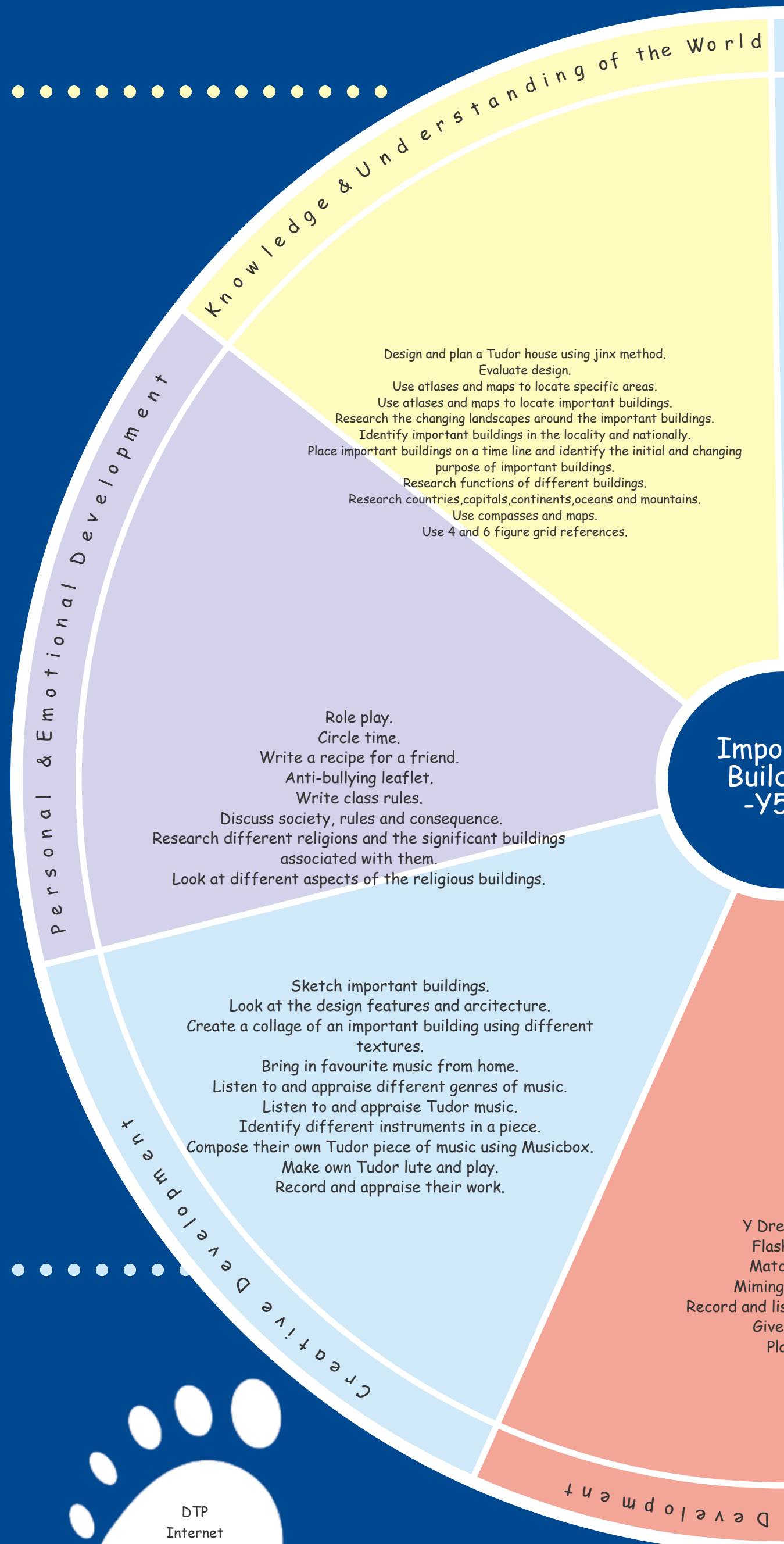
- They make drawings and use other methods selectively to explore, interpret and record their ideas and feelings from observation, experience and imagination.

Music - Composing

- Improvise, compose and begin to arrange music.

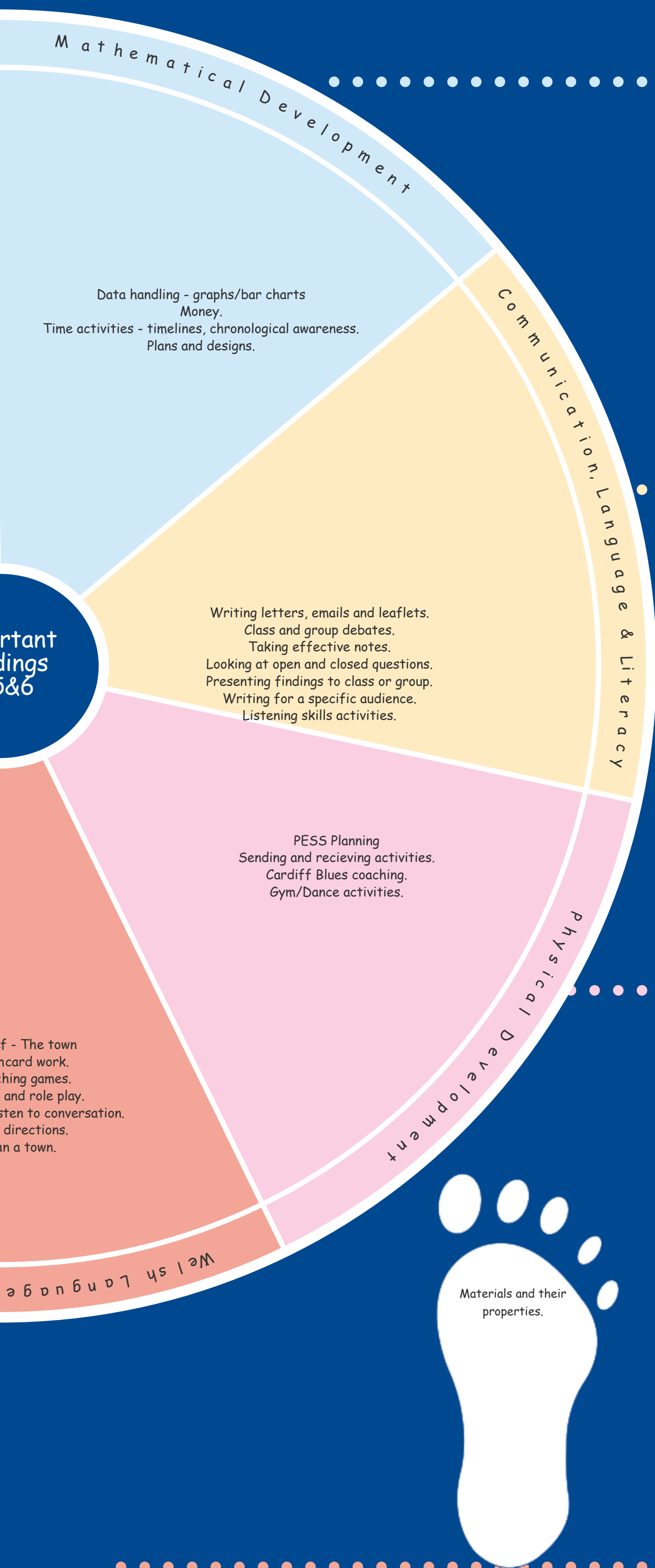
Music - Performing

- Plan and make decisions about which music to perform and how to perform it.





Important Buildings -Y5&6



Mathematical Development

Communicate mathematically

- Understand area measured in square centimetres (cm²); understand and use the formula in words 'length x breadth' for the area of a rectangle.

Reason mathematically

- Make a general statement about numbers or shapes based on available evidence.

Communicate mathematically

- They convert one metric unit to another and know the rough metric equivalents of imperial units in daily use.
- They make sensible estimates of a range of everyday measures.
- They measure and draw angles to the nearest degree.

Communication, Language and Literacy

Oracy (speaking and listening)

- Analyse the use of persuasive language.
- Present a spoken argument, sequencing points logically, defending views with evidence and making use of persuasive language.
- Understand the process of decision making.
- Use and explore different question types and different ways words are used, including formal and informal contexts.

Reading

- Make notes on and use evidence from across a text to explain events and ideas.

Writing

- Create multi-layered texts, including use of hyperlinks and linked web pages.
- Vary the pace and develop the viewpoint through the use of direct and reported speech, portrayal of action and selection of detail.

Oracy (speaking and listening)

- Analyse and evaluate how speakers present points effectively through use of language and gesture.

- Devise, adapt and refine a performance for a specific audience.
- Participate in whole class debate using the conventions and language of debate, including standard English.

Reading

- Pupils show understanding of a wide range of texts, selecting essential points and using inference and deduction where appropriate.

Writing

- Pupils' writing is varied and interesting, conveying meaning clearly in a range of forms for different readers, using a more formal style where appropriate.
- Select from a wide range of ICT programmes to present text effectively and communicate information and ideas.
- They express opinions, supported by reasons.

Physical Development

Competitive Activities - Acquiring and developing skills

- Use a small range of sending, receiving and travelling techniques in games, with varied control.

Competitive Activities - Evaluating and improving performance

- Watch partner's performance and identify strengths.

Competitive Activities - Selecting and applying skills tactics and compositional ideas

- Develop tactics and know the difference between attacking and defending skills, using them with accuracy, confidence and control.

Creative Activities - Acquiring and developing skills:

- Perform action shapes and balances with good body tension and extension.

Creative Activities - Evaluate:

- Suggest, implement and refine improvements to their own and others' work.

Competitive Activities - Acquiring and developing skills

- Perform skills with greater speed and accuracy.
- Use marking, tackling and / or interception to improve defending.

Competitive Activities - Evaluating and improving performance

- Identify parts of a partner's performance that need to be practised and refined and suggest improvements.
- Know the importance and types of fitness and how playing games contributes to a healthy lifestyle.
- Know the position they are playing in and how to contribute when attacking and defending.

Creative Activities - Acquiring and developing skills:

- Work with a partner or small group to practise and refine a sequence.

Creative Activities - Evaluate:

- Evaluate their own and others performance, explaining how the sequence is formed using appropriate terminology.

Health, Fitness and well-being activities

- Identify activities that help develop stamina or power and suggest how some can be used in other types of activities.

Welsh Language Development

Oracy

- Evaluate their talk and that of others to improve.
- Show understanding of short items using a variety of familiar voices.

Reading

- Look for information by using all kinds of information organising systems including ICT.
- Express opinions with confidence.
- Pupils read clearly and with expression.