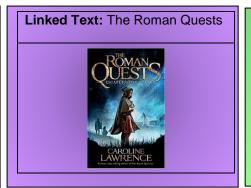


## Croxby Primary Academy

Year 5: Let the Games Begin! - Medium Term Plan Knowledge Acquisition – 2 weeks (x2) 1 week (x1) Knowledge Application – 2 weeks (x2) 1 week (x1)

#### **Skills** Communicate clearly Collaborate with others Χ Apply knowledge to new situations Χ Make judgements and decisions Ask questions Χ Solve problems Χ Metacognition Χ Reflect Χ Adapt to change Manage goals and time Take risks Χ Self-direct learning Χ Persist despite setbacks Χ Be curious Χ Manage projects Guide and lead others Access and evaluate information Χ Analyse media Create media products Apply technology effectively Χ Perform in front of a group Х Select and use appropriate writing χ genres





### **Curriculum Learners**

- As historians, we will learn about the Roman Empire and its impact on Britain (Julius Caesar's attempted invasion in 55-54 BC, the Roman Empire by AD 42 and the power of its army. The successful invasion by Claudius and conquest, including Hadrian's Wall. British resistance, for example, Boudica. 'Romanisation' of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity.
  - We will study the Roman withdrawal from Britain in c. AD 410 and the fall of the Western Roman Empire.
- As geographers, we will name and locate countries and cities of the UK, geographical regions and their identifying human and physical characteristics – comparing land changes and use since the Roman period
- As musicians, we will perform, listen to, review and evaluate music across a range of historical periods.
- **As mathematicians**, we will complete a maths investigation.
- ❖ In DT as chefs, we will prepare and cook a savoury dish
- As artists, we will improve our mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- In computing, we will study purple mash units 5 .2 (E-Safety) and 5.7 (Concept Mans)
- ❖ As explorers of faith., we will study unit 5.1 Expressions of Faith

# <u>Showcase</u>

Χ

Use tier 2 and tier 3 vocabulary

Role Play	
IT Presentation	Х
Poster	Х
Design Creation	
Digital Media	
Art Work	Х
Dance	
Production	
Writing Genre – Narrative	Х
Writing Genre – Non-Fiction	Х
Group Project	Х

### Tier 2 Vocabulary

adequate anticipate collaborate contaminate convince correlate deny derive despite generate hence imply method objective ought persist precise protagonist provide pursue reassure recount resolution subsequent terminate

### **Hook Event and Enrichment**

Gladiator training
Weekly ukulele/glockenspiel lessons

## **Spaced Retrieval of Prior Learning**

Y4 – Groovy Greeks Y4 – Scavengers and Settlers Y2 and Y3 combined guizzes