

## Curriculum Overview: Phase 2 (Y5/6)

### Theme: Alchemy Island

#### Key Aspects in Learning: English

Narrative Writing – Narrative  
Non-chronological reports  
Soliloquies  
Poetry - Cinquain  
Lyrics – Class song about Alchemy Island

#### Key Aspects in Learning: PE

Sports Coach -  
Team and field games, fair play and team work.



#### Key Aspects in Learning: ICT

\*Keeping safe on-line  
\*Gaming programming (scratch)  
\*Word processing  
\*Digital photography  
\*Email  
\*Recording and editing

#### Key Aspects in Learning: PSHE

Citizenship.  
Social and Emotional Aspects of Learning: Getting on and falling out.

#### Key Aspects in Learning: Science

Properties and changes of materials  
Describe familiar and unfamiliar material properties.  
Decide how mixtures might be separated.  
Compare reversible with irreversible change.  
Record date scientifically.  
Describe what happens when a solute dissolves in solvent to form a solution, can the process be reversed?  
Plan a range of comparative and fair test enquiries.  
Report and present findings from enquiries.

## Alchemy Island!

Year 5/6

Term 1 - 2016/2017

#### Key Aspects in Learning: Mathematics

Calculation (all four operations, mental and written)  
Word problems involving all operations.  
Written multiplication and division  
Fractions and subtraction  
Decimals and subtraction

#### Key Aspects in Learning: Geography

Map reading  
Using coordinates  
Human and physical features  
Create a scaled map

#### Key Aspects in Learning:

##### RE

Comparing religions studied;  
Hinduism, Christianity, Judaism and Buddhism.

Exploring world religions – Sikhism.

#### Key Aspects in Learning:

##### MFL – French

Introducing ourselves and simple conversations.  
Learning about the names of food items, days of the week and months of the year.

#### Key Aspects in Learning:

##### Music

Create magical sounds they might hear as they enter Alchemy island.  
Create simple, rhythmic patterns.  
Understand how musical elements e.g. pitch and tempo are used to create effect.  
Listen to and evaluate soundtracks from popular video games.  
Why are the soundtracks so good? What instruments are used?  
Create your own game soundtrack to perform.  
Compose atmospheric music.  
Play and perform.

#### Key Aspects in Learning:

##### D&T

Create a board game called Alchemy Island using junk and ICT.

#### Opportunities for Outdoor Learning:

- **Science** – Alchemy experiments
- **Maths** – measurements and calculations.
- **English** – poetry, performance, drama. Writing descriptions of settings.
- **MFL - French** – basic conversation, labelling items.
- **RE** – appreciation of the natural world. Collective worship.
- **Art** – art work outside.
- **PHSE** – Circle time.



Learning through *Exploration*  
Reaching Our Full *Potential*  
Inspiring the *Future*  
*Explore, Achieve, Inspire*

**Attendance = Achievement**