Key Knowledge Overview

Term: Summer 2   Topic: North America   Year: 5

Subject	Key Knowledge	Rag rated at end of unit
Science	Plan different types of scientific enquiries to answer questions, including recognising and controlling variables Make measurements using a range of scientific equipment Record data and results of increasing complexity using a range of scientific diagrams Present findings from enquiries, including conclusions in a range of ways	
History	N/A	
Geography	Locate North America concentrating on the environmental regions To know the effect of key physical and human characteristics, countries & major cities. Identify position including time zones Use maps, atlases, globes maps of local area Use fieldwork to observe Measure and record the human and physical feature in the local area and digital mapping,	
Art and Design	N/A	
Design Technology	Use appropriate equipment and utensils, and apply a range of techniques for measuring out, preparing and combining ingredients. Explore a range of initial ideas, and make design decisions to develop a final product linked to user and purpose. Write and follow a step-by-step recipe, including a list of ingredients, equipment and utensils Carry out sensory evaluations of a range of relevant products and ingredients. Record the evaluations using e.g. tables/graphs/charts such as star diagrams. Understand how key chefs have influenced eating habits to promote varied and healthy diets. Understand about seasonality in relation to food products and the source of different food products. Know and use relevant technical and sensory vocabulary. ● To learn the structure of the language of Logo. To input simple instructions in Logo. Using 2Logo to create letter shapes. To use the Repeat function in Logo to create shapes. To use and build procedures in Logo ● Children know what the common instructions are in Logo and how to type them. Following simple Logo instructions to create shapes on paper. Then to follow simple instructions to create shapes in Logo. Then creating Logo instructions to draw patterns of increasing complexity. Children understand the pu and pd commands. Children can write Logo instructions for a word of four letters. Children can follow Logo code to predict the outcome. Children can create shapes using the Repeat function. • Children can find the most efficient way to draw shapes.	

	Children can use the Procedure feature. • Children can create 'flowers' or 'crystals' using Logo.	
RE	To know features of mosque To know what happens inside a mosque To know (Isa) is a revered prophet is Islam To know the importance of hajj (pilgrimage to Makkah)	
Computing	To be use 2Design and Make and the skills of computer aided design. Explore the effect of moving points when designing. Design for a purpose. To know to use printing and making.	
MFL	Understand that there are stereotypical images associated with countries Consider key similarities and differences in daily life in the UK and Spain Collect items which relate to our lifestyle Investigate Spanish supermarket websites to find out in what ways they differ from English supermarkets To learn the seasons, and generaisers such as normente and en general. To learn to say where you live : Vivo en +town En el norte/sur/oeste/este To develop fluency in Spanish by creating a rap from known pronunciation and a weather report. Translate an unseen simple paragraph into Engish.	
PE	Develop racket technique, exploring a new shot, the volley. Bring together the suggested sequence of learning into a level 1 tournament. Develop pupils' understanding of throwing for distance Explore how we can use our bodies to jump as far as possible, using a combination of jumps, in particular hop, skip and jump.	
PHSE	To know what makes a successful business To apply aspirations to future careers Develop growth mindset	
Music	To know and be able to talk how a composition has pulse,rhythm and pitch that work together and are shaped by tempo, dynamics, texture and structure To recognise the connection between sound and symbol	