

## Spring - Rainforests

### Main Learning Objectives

#### SCIENCE

#### Electricity

- identify common appliances that run on electricity
- construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- recognise some common conductors and insulators, and associate metals with being good conductors.

## Light

- recognise that they need light in order to see things and that dark is the absence of light
- notice that light is reflected from surfaces
- recognise that light from the sun can be dangerous and that there are ways to protect their eyes
- recognise that shadows are formed when the light from a light source is blocked by an opaque object
- find patterns in the way that the size of shadows change.

## GEOGRAPHY

- identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn
- understand geographical similarities and differences through the study of human and physical geography of a region of the South America
- physical geography, including: climate zones, biomes and vegetation belts
- use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied

## MUSIC

- use and understand staff and other musical notations

## R.E

- What does it mean to belong to Islam?

## Computing

- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

## ART & DESIGN

- about great artists, architects and designers in history – Rousseau

## DESIGN & TECHNOLOGY

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, sewing and finishing], accurately
- investigate and analyse a range of existing products

## Ongoing Learning Objectives:

### P.E.

- Use running, jumping, throwing and catching in isolation and in combination
- Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- Perform dances using a range of movement patterns
- Take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best

### Year 5

- Swim competently, confidently and proficiently over a distance of at least 25 metres
- Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- Perform safe self-rescue in different water-based situations.