

# Year 5 Autumn 2

## May the Force be with you!

### History

- A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.

### D&T

- 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
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].
- understand how key events and individuals in design and technology have helped shape the world.

### PE

During this half term, children will be learning Kombat Fitness.

### PSHE

During this half term, children will be learning about 'Celebrating Differences'.

### Computing

'We are game developers' will be the unit the children will be covering this half term.

### RE

During this half term children will be exploring the teachings of Jesus.

### Music

- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- Listen with attention to detail and recall sounds with increasing aural memory.