

Curriculum aims – To learn about the Ancient Maya civilization and consider why they may have declined. To develop skills in design, construction and clay.

**L** Develop **Life-skills** which promote a love of learning

- Develop team work skills through PE
- Extend vocabulary and understanding of French.
- Improve mental arithmetic skills

**U** Grow an **Understanding** of ourselves, each other and the real world

- Learn about the lifecycles of plants and animals including humans.
- Explore the beliefs of Muslims and Christians.

**N** **Nurture** curiosity and creativity which feed the imagination

- Ask questions about life today and in the past
- Design, make and evaluate an alarm.
- Create clay Stelae models

**A** Cultivate **Aspiration** through motivation and self-belief

- Set dreams and goals
- Improve weekly spelling and times table scores
- To evaluate and improve products.

**R** Instil **Resilience**, independence and other personal attributes

- Finding ways to achieve goals and challenges
- Problem solving and reasoning within maths

Maps – Where did the Ancient Maya live?



1100 B.C.	800 B.C.	400 B.C.
The first hunter-gatherers settle on the pacific coast	Village farming and trade become established	First solar calendars invented

300 B.C.	100 B.C.	600
Cities become centres for trade and Kings begin to rule	First pyramids are built	Cities start expanding quickly

800	900	1502
Building of stepped pyramid of Chichen-Itza	Decline of Mayan cities	First contact with Europeans is made

Vocabulary

stelae	germination
hieroglyphs	reproduction
pyramid	style
maize	stigma
calendar	pollination
astronomy	embryo
deforestation	weaning

Year 5

Autumn Term



Our class reading book this term is: Friend or Foe by Michael Morpurgo

## Science

This term we will be learning about Living things and their habitats. This will include parts of flowers and the pollination process, seed dispersal, lifecycles and growth. We will look at humans and animals to compare.

## History and Geography

Children will learn about the Ancient Mayan civilization and how we know about their existence. They will use maps and atlases and a range of sources. They will explore the hieroglyphs and number systems created by the Mayans and find out about their beliefs and culture..

## Design and Technology

Children will design and make an alarm to protect a valuable artefact and evaluate its effectiveness. They will create electrical circuits with switches which respond to environmental changes.

## Modern Foreign Languages

We will continue to expand our French vocabulary so that we are able to ask basic questions and answer in short phrases. This will be done through singing and playing simple games in French.

## Religious Education

This term we will be learning about what it means to be Muslim in Britain today. Children will learn about beliefs including the five pillars and the festival of Eid-ul-Adha. In addition we will learn what it means for Christians if God is holy and loving.

## Physical Education

This term we will be using counter balance and symmetry in gym. Composing sequences incorporating cannon and unison. In addition, we will be working with Plymouth Argyle FC to develop team work and skills through football and other invasion games. Children will develop agility and ball skills.

# Ancient Mayans



## Art

This term we will be looking at Mayan art and design. We will examine pictures of the stelae statues and sketch symbols and images. Children will learn techniques using clay and will create their own Mayan stelae. They will use Mayan inspired colours and patterns to decorate their statue.

## English

In English we will be looking at a variety of genres including poetry, instructions, narrative, non-chronological reports and myths. Children will be reading books by Michael Morpurgo and Roald Dahl and practising their comprehension skills. Through Grammar lessons, we will be learning about word classes, sentence structure, punctuation and spelling rules.

## Computing

Our computing this term is developing games using Scratch. Children will examine how games are created, write their own programmes, debug and improve their games. They will develop scoring and evaluate their and other people's games.