

Literacy

Goldilocks and the three bears: read and retell the story in a variety of ways; look at different versions of the story and compare; say which version they prefer and why; writing a letter to the three bears from Goldilocks to apologise; writing and following recipes; making a wanted poster of Goldilocks; descriptive writing about the characters; write an estate agents brochure to sell the three bear's cottage.

We're going on a bear hunt: read and sequence the story in different ways; write alternative versions of the story: change the places we visit; make lists of adjectives to describe the places visited

Peace at last: introduce onomatopoeia with words from the story; make lists of examples; create a story map of the main events in the story; retell the story in different ways;

Teddy Bear's picnic: write invitations to invite our teddies to our class picnic; follow recipes and instructions to make picnic food;

Read and share other bear stories: Where's my teddy? You and me little bear; The lost teddy; Can't you sleep little bear?

A chair for a bear; Whatever next? Brown bear, brown bear.

Look at non-fiction texts about bears: create fact files, write captions and labels.

Numeracy

Data handling: create bar charts, pictograms.

Measure: classify objects into different categories: enormous, huge, big, small, tiny. Ordering bears and objects by size

Use standard and non-standard measure, measure the length of different bears. Weighing bears using scales; reading scales. Weighing out ingredients to follow recipes.

Estimation: try to estimate how many bears are in the basket; count and check. Counting and making sets of objects. Sorting by size, colour. Problem solving and word problems linked to the theme: solve a range of problems using all four number operations.

Recognising and continuing patterns; creating own patterns.

Naming and classifying 2D and 3D shapes: making bears using 2-D shapes

Money: coin recognition; making amounts to buy bears or foods for picnic.

Computing

Digital literacy and ICT use technology purposefully to create, organise, store, manipulate and retrieve digital content

PE

SAQ programme:

Development of fundamental movement skills through SAQ training: Speed, Agility and Quickness. Work with accredited coach each week to develop basic movement skills and build upon these in daily sessions. Use of Fit lights, floor ladders, hurdles and spots to develop co-ordination, balance, stability reaction and response and stamina.

Swimming: weekly swimming sessions at Bosworth Academy pool.

Athletics: sports day practise

Gym: refine balance and co-ordination, link sequences of movement travelling on, under, along and across apparatus. Spatial awareness; stay safe when using equipment;

Dance: Perform dances using simple movement patterns. **Let's Move podcasts.**

PSHCE

Class rules and routines; Care for the local environment

Health and well-being; puberty. personal hygiene; road safety; e-safety.

Relationships: friendship; dealing with emotions;

Change: transition to secondary placement.

Links with local community: visits to local shops and The Swan to grow vegetables in the pub gardens.

Healthy eating: trying new foods and textures; the importance of a balanced diet.



R.E

What makes some places sacred?

Recognise that there are special places where people go to worship, and talk about what people do there. Visit the local churches.

Geography/History

Where did teddy bears come from? Learn the story of the first teddy bear.

Find out about famous teddy bears from the past: Rupert, Winnie the Pooh, Paddington.

Compare old and new teddy bears: how are they similar or different?

Where in the world do we find bears? Mark on a map of the world.

Science

Finding out about different types of bears and their habitats. Look at facts about bears of the world and create own fact files. Explore different types of bears: grizzly, panda, polar bears. Learn about hibernation. Look at pictures of bears and sort into real or not real.

Experiments and investigations:

What makes a comfy bed?

What makes porridge yummy?

Gummy bear investigation

Light and dark: explore light sources and the brightness of light; look at shadows; talk about the moon and nocturnal animals from the story **Peace at Last.**

Art/DT

Design and make a new chair for baby bear.

Junk modelling to create a new cottage for the three bears

Make bear shaped biscuits following a recipe

Make and taste porridge

Design and build a cave for a bear

Paint pictures of bears

Design and make a bed for a bear: what makes a comfy bed?

Create a bear collage

Make collages or paintings of different bear habitats and environments

Make bear puppets: split pins, hand puppets, finger puppets, stick puppets;

Teddy bear's picnic: plan a teddy bear's picnic; explore and taste different types of picnic food and where they have come from; design, make and evaluate a food skewer to take on a picnic; design a square for a patchwork picnic quilt; create squares and put together to make a class picnic blanket to take on our picnic; design and make sandwiches; make our own picnic baskets.

Visit to Build a bear to make a class mascot bear and our own teddies to take on our picnic.

Music

Songs about the theme.

Controlling sounds through singing and playing; sing songs in unison and two parts with clear diction, control of pitch, a sense of phrase and musical expression.

Rehearse and perform songs. Add simple percussion.

Year 5 & 6 Summer Production