

Language, Literacy & Communication**Narrative:**

Text- The Nowhere Emporium

Text - *Sci-Fi Narrative - story chapter writing***Non Fiction:**

Newspaper Reports

Persuasive letter writing

Poetry: The Jabberwocky**Haiku - Alien/future worlds****Across the curriculum**

-Newspaper report - AI speeds up human evolution

Cymraeg: Ble hoffet ti fynd?**International Language - French****Science & Technology**

- Describe the impacts of science and technology, past and present, in my everyday life
- Create simple and more complex electrical circuits - describe the factors that affect electrical circuits and this will enable me to change variables and predict what will happen.
- Electricity - How does power work? Pupils build their own batteries (coin, fruit and mud) and learn how to wire simple plugs.
- Machine learning - Use the BBC Micro Bits to create a digital assistant.

Journey Summary: Has Technology Made Our World Better?

This project has a science & technology focus and enables children to investigate "Has technology made our world better?" This project enables children to frame their own ideas about what technology is used for and teaches children digital skills using a range of technological and multimedia resources. At the heart of this project children write narrative stories set in sci-fi/fantasy settings and develop additional skills in writing sequences and instructions to control devices. At the start, children use pupil influence to frame their learning before applying their skills and understanding by generating ideas and opinions about the uses and benefits of technology and AI, to enable them to bring a story of digital human growth using technology.

Mathematics & Numeracy

- Multiplication facts -7s,8s,9s
- Division & arrays/grouping
- Movement & Co-ordinates
- Statistics & Data - probability & collecting data
- Number - Fractions of amounts
- Decimals/Equivalent fractions
- Measurement - Capacity/volume
- Shape/Position & Angles
- Statistics & Data Handling
- Number and Place Value up to 1 million (6 digits)
- Measurement - time (analogue & digital)

Expressive Arts

Clay Modellings - robotics models

Art - Pixel art

3D Construction Models - Kapla wonders

**Health & Well-being****Commando Joes - Tim Peake missions****Dreams & Goals - Jigsaw**

1. When I grow up
2. My Dream Jobs and careers
3. Dreams and Goals of young people in other countries
4. How can we support each other?

Relationships - Jigsaw

2. Safety with online communities
4. Online Gaming

Humanities

- Research and compare beliefs, opinions and viewpoints on the development of technology within society from a range of sources (primary & secondary)
- Debate Famous quotes about technology - use inference to consider views of others - benefit to society/disadvantages
- Venn diagrams - explain similarities and differences between people's lives with technology both in the past and present
- Present information to explain how technology had evolved to benefit society - examples from the past

How can I support my child this term?

Language, Literacy & Communication

Read with your child

- [the Nowhere Emporium text](#)
-

Use [Accelerated Reader](#) regularly at home

Complete weekly spellings & read with your child often

Play simple [Welsh games/apps](#)

Explore the amazing international resources available FREE through Cerdd Iaith at <https://listeningtolanguage.com/resources/>



Science & Technology

Research a range of scientific concepts together at home (see above)

- Design a watch/phone of the future
- Have FUN with science
- Balance screen time when developing digital skills
- Starters for [STEM free ideas](#)



Byd Bendigedig - Wonderful World

Mathematics & Numeracy

Use the following online tools to develop math topics with your child at home

- [Mathletics](#)
- [Mathbot](#) Puzzles & Question generator
- [Y5 Maths Home learning](#)
- [BBC Bitesize math](#)
- [Hit the Button](#)

Humanities

- Create a timeline to map out how technology has developed over the last 100 years.
- Investigation the 4 Industrial revolutions. Looking at similarities and differences.
- Create your own 'top trumps' cards linked to famous inventions and innovations.
- Plan local walks and visits using maps and digital travel apps
- [Research 'The Digital Revolution'](#)
- Create a fact file about a famous innovator/inventor
- Use the UN rights of the child to think about how technology shapes our world

Expressive Arts

Access the [Charanga](#) music platform to develop musical knowledge and techniques at home.



Health & Well-being

Find ways to develop health and wellbeing together as a family. You could try:

- Eating meals together (without phones)
- Helping others
- Sharing family memories (e.g ph
- Being active as a family



Educational Visits/Workshops

Y5 Residential visit
Technocamps machine learning workshop
Swimming lessons