

## Creative Curriculum Theme - Scream Machine

### Science

- Identify the effects of different forces, including: air resistance, water resistance and friction.
- Explain how the force of gravity acts upon unsupported objects as they fall towards Earth.
- Recognise that some mechanisms including levers, pulleys and gears allow a smaller force to have a greater effect

### Design and Technology

- Generate, design and develop our ideas for a fairground ride.
- Understand the use of mechanical systems in existing fairground rides.
- Select and use a wide range of tools to perform practical tasks.
- Evaluate the fairground ride against our own design criteria.

### Geography

- Understand geographical similarities and differences by exploring theme parks in different countries.

### Computing

- Use programming to design, write and debug simple programs using 'Purple Mash' coding.

### English

Text:

#### 'The Fun Fair of Fear' by Ian Ogilvy.

- Use dialogue in narratives to advance our stories and move the story forward.
- Select punctuation, vocabulary and grammar to enhance meaning.
- Use organisational and presentational devices to structure non-fiction texts.
- Use prefixes and suffixes and understand the reason for using them.

### Maths

- Estimate, calculate and measure angles.
- Recognise square numbers and cube numbers.
- Identify factors, multiples and common factors.
- Recognise prime numbers
- Solve real-life maths problems using all four operations and different measures.

### Physical Activity

**PE:** Athletics skills and preparations for Sport's Day.

**Forest School:** Use a variety of tools to create natural sculptures.

### French

- To talk about our daily routine and write using the appropriate grammar.
- To talk about details of a typical day.

### Music

- 5M will listen, with attention to detail and recall sounds associated with traditional fairground music.
- 5K will continue to learn the guitar and concentrate on playing frets.

Staff:  
Miss Anna Malin  
Mr Krishan Klair  
Mrs Sharon Hubbard



## Religious Education

Identify important teachings in sacred writings.

Identify writings which have an impact on society in general.

## Personal, Social, Health Education and Citizenship

Recognise ways to stay safe on the Internet and on mobile phones.

Understand the importance of hygiene as we grow up.

## Homework

Children are required to complete at least one project each half term. You can choose how to present your project (photographs, models, written work or pictures). All of the projects are based around our topic 'Scream Machine'. Please be as thorough as possible!

Research a famous theme park and create a leaflet advertising it.

Design your own theme park and explain why it is the best theme park in the country!

Make a flipbook to animate a roller coaster ride that includes a loop the loop.

Research online to find information about roller coasters from around the world. Which is the oldest? The longest? The scariest?

Make a loop the loop using flexible track. Modify the track until a marble or toy car can successfully make it round the loop.

Plan a trip to a local theme park for your family. Calculate how much it will cost, how long it will take to get there and write an itinerary for the day.

Research and write a biographical account of Walter Elias 'Walt' Disney, animator and entrepreneur.

Research the history of fairground rides and create a PowerPoint presentation that includes information, timelines, pictures, film and sound clips.

## Reading

Children are encouraged to read throughout the week (their chosen text from Accelerated Reader Programme). Home school link books must be brought in so that teachers can see the time they are spending reading at home.

In school, children will then be given a quiz on their chosen book so that class teacher's can see their understanding of the text.

## Times tables and Spellings

Year 5 children are expected to be regularly practising their times tables (up to 12x12) and reviewing the spellings on the Year 5/6 spelling list.

