Topic Name – Amazon Rainforest
Disposition Developing Compassion: Caring for Others, Animals and the Environment.
Disposition Developing Creativity: Appreciating Beauty

Year Group - Year 5 Spring 1
Topic Purpose Question – What impact is deforestation going to have on the wider world?

Curriculum Coverage: Geography
Topic Purpose – to extend knowledge and understanding beyond the local area to include South America, so that an understanding of the location and characteristics of a range of human and physical features. This topic should develop the use of geographical tools and skills to enhance their location and place knowledge.

Class Novel: Journey to the River Sea.
Purpose- Topic specific vocabulary as well as reading a novel by a modern day author.

Links to previous topics.
Year 1 Animals Past and Present
Year 2 Minibeasts
Year 3 Predators of the World
Year 4 Mountains and Rivers

Links to future topics.
Year 6 Antarctica
Year 6 Evolution

Engage Stage/Memorable Experience

Science
All living things and their habitats.
Describe the difference in the life cycle of a mammal, an amphibian, an insect and a bird.
Pupils should observe life-cycle changes in a variety of living things, for example an animal in their local environment. They should find out about the work of naturalists and animal behaviourists for example David Attenborough and Jane Goodall.

Observe and compare the life cycle of animals in their local environment with other animals around the world e.g. in the rainforest, in the oceans, in desert areas and in prehistoric times), asking questions and suggesting reasons for similarities and differences.

Possible activity: Work scientifically to observe and compare the life cycle of plants and animals in their local environment with other plants and animals around the world e.g. in the rainforest, in the ocean and desert areas by asking questions and suggesting reasons for similarities and differences.

Purpose Question: Why is the environment so important to the life cycles of animals?

Key Vocabulary: growth, development, mammal, reproduction, insect, amphibian, bird, offspring

Geography
Locational Knowledge
Identify the positions of significance of latitude, longitude, equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn.
Activity: Locate rainforest on map – locate world's countries, latitude and longitude etc…

Place Knowledge
Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America
Activity: Understand geographical similarities and differences through a study of human and physical features in UK, European country and North/South America.

Human Geography
Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.
Activity: Explore the impact of tourism on the rainforest
Purpose Question: Is tourism having a positive or negative impact on the Amazon and why?

Physical Geography
Describe and understand key aspects of physical geography, including: climate zones rivers, water cycle
Activities:
- Identify and label the 4 layers/strata of a rainforest.
-Amazon River – water cycle revisited, types of settlements, land use and economic activity

What is deforestation? What are the reasons behind deforestation? How can this be stopped?
Purpose Question: What is deforestation and why is it happening in the Amazon?

Key vocabulary: canopy, emergent layer, understory, deforestation, endangered, equator, latitude, temperate, extinction, destruction, tropics.

PE
Games (Basketball)
Sport Coach during PPA
Confidently use key elements of basketball – dribbling, passing, shooting, tricks, defending, shooting within games.
To start the make decisions when playing a sport.

Badminton
PE Hub Planning
Use different types of serves and shots within a game.
Play with others to score and defend points in competitive games.
Move confidently around the playing area using footwork techniques.

Art
Painting
Teach about a range of great artists in history.
Activity: Look at the works of French post-impressionist painter **Henri Rousseau**. Compare his paintings to real life photographs of rainforests. Discuss similarities/ differences. Identify his style/ techniques.

Improve their mastery of art and design techniques, including drawing, **painting** and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
Activity: Create a Rainforest scene in the style of Henri Rousseau, using paint.

Useful links:
https://www.bbc.co.uk/teach/class-clips-video/art-and-design-ks2-henri-rousseaus-surprised/zrdyd6f

https://www.youtube.com/watch?v=Vm6EqBp5cfI

https://www.youtube.com/watch?v=O5Q7Y6z59k0

Key Vocabulary: Abstract, atmosphere, natural, bold, delicate, intense, wash, tint, shade, background, middle ground, foreground.

Computing
Programming A – Selection in physical computing

Learners will use physical computing to explore the concept of selection in programming through the use of the Crumble programming environment. Learners will be introduced to a microcontroller (Crumble controller) and learn how to connect and program it to control components (including output devices — LEDs and motors). The children will be introduced to conditions as a means of controlling the flow of actions in a program. Learners will make use of their knowledge of repetition and conditions when introduced to the concept of selection (through the 'if...then...' structure) and write algorithms and programs that utilise this concept.
To conclude the unit, learners will design and make a working model of a fairground carousel that will demonstrate their understanding of how the microcontroller and its components are connected, and how selection can be used to control the operation of the model. Throughout this unit, learners will apply the stages of programming design.

Key Vocabulary: Microcontroller, components, connection, infinite loop, output motor, repetition, count-controlled loop, Crumble controller, Input, output.

MFL-Spanish

Presenting myself – planning through Language Angels

Music
Taught during PPA – Junior Jam
Tuned instrumentation
Ukuleles
Level 2

PSHE
Goals and Dreams
Dreams and Goals
My Dreams and Ambitions
Celebrating My Learning
Careers Day

RE
Theme: Beliefs and moral values

Key Question: Are Sikh stories important today?

Religion: Sikhism
Disposition: remembering roots

Writing
See writing map

Extended/linked reading