

Unit Objective:

To be able to say the date in French.

By the end of this unit we will be able to:

- Recognise and recall the 7 days of the week in French.
- Recognise and recall the 12 months of the year in French.
- Recognise and recall numbers 1-31 in French.
- Ask what the date is and say the date in French.
- Ask somebody when their birthday is and say when our own birthday is in French.

Skills we will develop:

To learn how to formulate the date in French and to say when our birthday is using days of the week, months of the year and numbers 1-31.

Activities we will complete:

A number of different activities to learn how to say the date in French. Starting by learning the 12 months of the year in French. After recycling and revisiting numbers 1-31, learning how to ask and say the date and finally ask and say when your birthday is. After a class survey on birthdays there will be ample opportunity for extended writing using the final tasks in week 5 integrating this new knowledge with previously learnt personal details.

Grammar we will learn & revisit:

Ordinal & cardinal numbers. To learn that months of the year (and the days of the week) do not have a capital letter in French unless they are found at the start of a sentence. Noting that the 2nd, 3rd, 4th etc is not used in the French date. The only ordinal number for saying the date in French is the 1st (premier/1^{er}).

It will help if we already know:

- The letter sounds (phonics & phonemes) from 'Phonics & Pronunciation' lessons 1, 2 & 3.
- Language introduced from Early Language units & numbers 1-31.
- Vocabulary from the Intermediate unit 'Je me présente', including how to say your name and age in French.

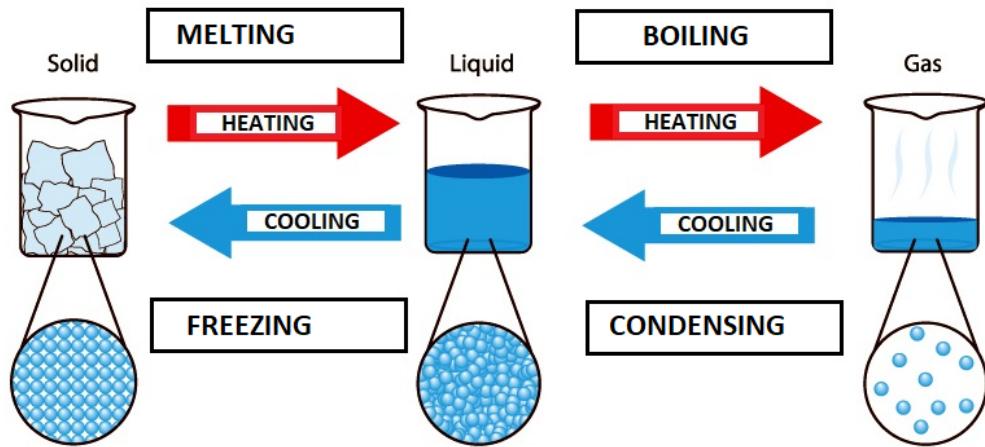

Phonics & pronunciation we will see:

Recommended phonics focus: É E È EAU EUX

- É sound in février and décembre
- EUX sound in deux.
- Silent letters. These letters will appear throughout the unit, for example in the silent letter 't' at the ends of the words 'est' and 'juillet'

Vocabulary we will learn & revisit:

The 12 nouns for the months of the year and the structures involved for asking and saying the date, as well as how to ask and say when your birthday is in French. This is all listed on the Pupil Unit Glossary.



In solids: particles are very close together in a regular pattern. Particles cannot move but can vibrate.

In liquids: particles are close together and in an irregular arrangement. The particles can slide past each other.

In gases: particles are far apart from each other and in an irregular arrangement. They are moving constantly in all directions.

Chemical Changes

Chemical change is when a change takes place and a new substance is formed. They are often not reversible.

Examples:

1. When something is burned
2. When food is cooked
3. When metal rusts



Match is burned



A burger is cooked



Iron rusts

Physical Changes

Physical changes take place when a substance changes form or arrangement. They are often reversible.

Examples:

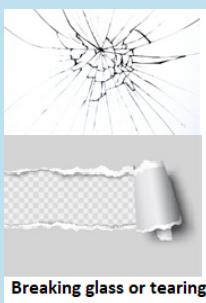
1. Changing state
2. When two substances are mixed
3. When a substance or material is broken apart.



Ice melting



Mixing substances with water



Breaking glass or tearing up paper

Chemical and physical changes

similarities

- Both cause a change in appearance
- Amount of matter does not change for both

differences

- Chemical creates a new material, physical does not
- Chemical is hard to reverse, physical is easy to reverse

Type of variable

How to identify it

Independent variable

The thing that you change

Dependent variable

The thing you observe to see how it is affected

Control variables

The things you have to keep the same to make sure it is a fair test

When a scientist makes a conclusion, they must make sure:

1. Their results support their conclusion (evidence)
2. They have checked for any mistakes in their results
3. Their results are repeatable and reproducible

Repeatable



To repeat method and get the same results

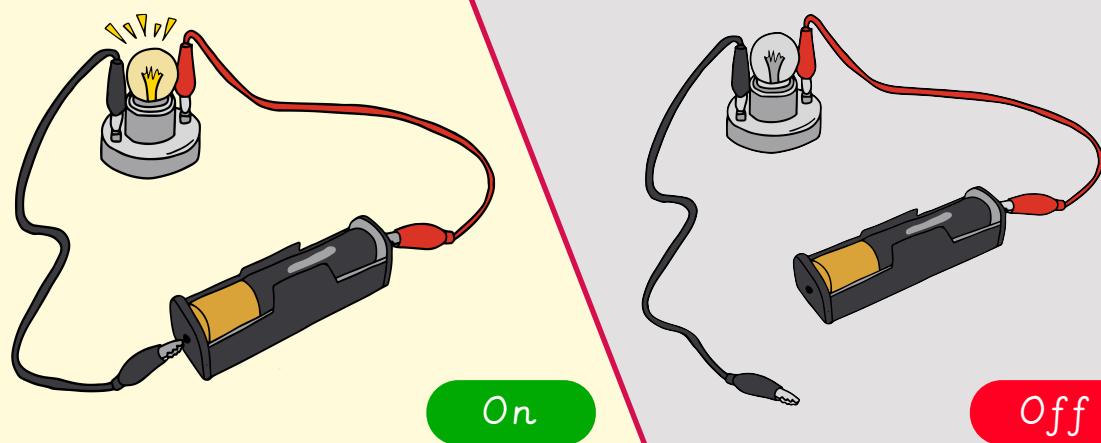
Reproducible



Another person completes the same method and gets the same results

Circuit	A collection of components that make an electrical system.
Circuit component	One of several parts that complete a circuit (e.g. bulb).
Configuration	How different parts are put together to form an object.
Current	The flow of electricity.
Develop	Continue to work on something to make progress or improve it.
DIY	The acronym means 'Do it yourself' and represents various activities that someone chooses to do themselves at home, rather than through a service or professional.
Investigate	Research something by looking at it in greater detail.
Problem-solve	Develop and test solutions to an issue.
Product analysis	To look at an object and evaluate it based on certain criteria (e.g. function).
Stable	Object does not easily topple over.
Target user	A particular person at whom the product is aimed.

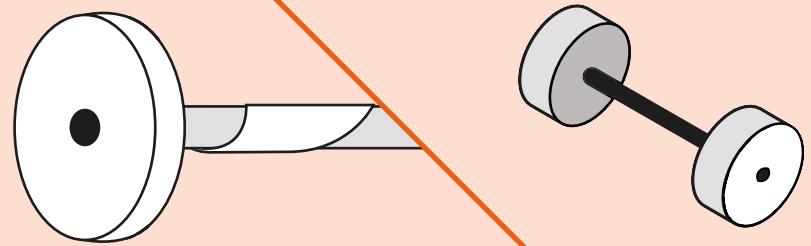
Series circuits only have one path for the electrical current to flow.



If there is a break in a series circuit, the electrical current will be cut and all the components will stop working. Causing a break in a series circuit can act as a switch to turn the circuit off.

Key facts

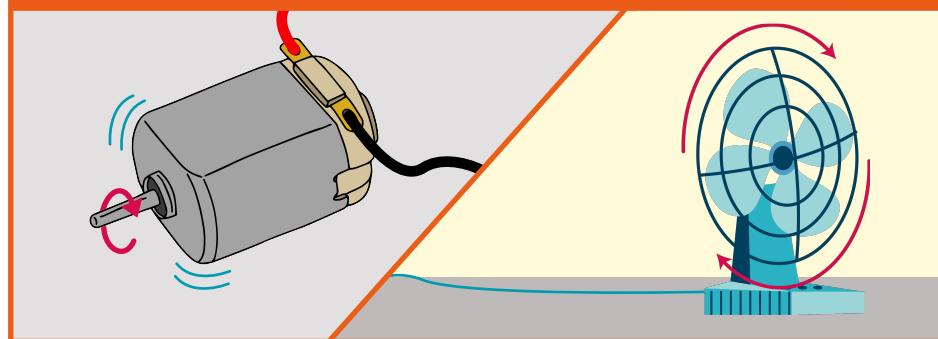
Axles form part of the wheel mechanism in wheeled products such as toy cars, wheelbarrows and bicycles.



For a bicycle to function we need to use our legs and feet to push the pedals that rotate the axle and spin the wheels.

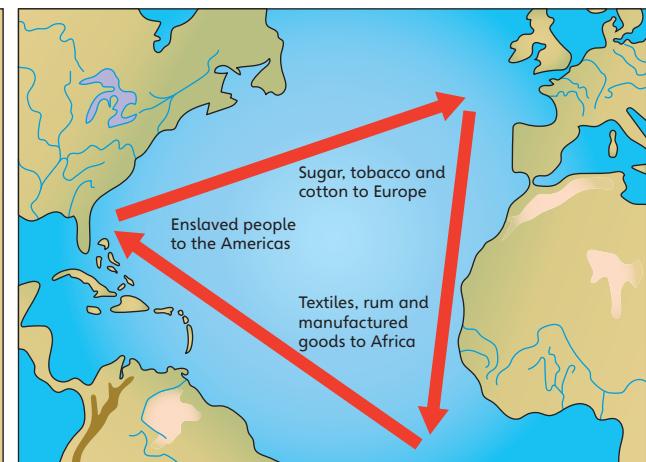


An electric motor converts electrical energy into rotational movement, causing the motor's axle to spin. Motors use electricity instead of human force to move the axle.

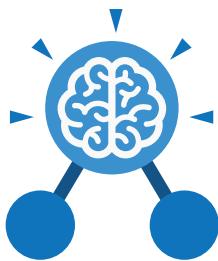


A motorised product is an object that uses a motor to function.

Knowledge organiser



Vocabulary		Timeline of events	
Americas	North, South and Central America	900 CE	Lots of villages join together and make a kingdom known as Igodomigodo, ruled by the Ogiso.
Cowrie shells	Rare kind of seashell, which Europeans used as money to trade with African rulers	Approximately 900–1460 CE	A 15 km moat and 16,000 km of walls are constructed around the kingdom.
Empires	Groups of countries or areas that are ruled by another country	1180 CE	The Oba royal family takes over from the Ogisos and begins to rule the kingdom; they are treated like gods.
Enslaved people	People who are the legal property of someone else, and are forced to obey them	1440 CE	Led by Oba Ewuare the Great, Benin wins more land.
Guild	Group of people who all do the same job, usually a craft, in which beginners learn the skills to become masters	1485 CE	The Portuguese visit the Benin Kingdom.
Looted	Took property by force	1514 CE	Oba Esigie sets up trading links with the Portuguese and other European visitors.
Moat	Long trench dug around an area and filled with water to keep invaders out	1700 CE	A series of civil wars in Benin leads to the kingdom declining in power.
Oba	King or chief	1807 CE	Britain passes a law to end the slave trade, which further weakens the kingdom.
Officials	People with authority and public duties	1897 CE	Benin City (in modern-day Nigeria) is destroyed by British troops, and comes under Britain's control.
Plantations	Large area of land where crops are grown	Key misconception	
The Benin Kingdom is not the same as the modern-day country called Benin.			



Unit: 5.3

Spreadsheets

Key Learning

- To use formulae within a spreadsheet to convert measurements of length and distance.
- To use a spreadsheet to model a real-life problem.
- To use spreadsheet tools to investigate probability.
- To use the count tool to answer hypotheses about common letters in use.

Key Resources



2Calculate

Key Questions

How would you add a formula so that the cell shows the product of two other cells?

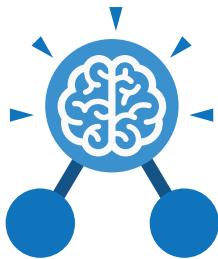
Click on the cell where you want the product to be displayed then click the formula wizard button. Click on the cell that contains the first number. Choose the \times operation then click on the second number. Click OK.

What would you use in 2Calculate to have a cell that automatically calculates the number of days since a certain date?

You could use formulae and the totalling tools. To make the spreadsheet easier to understand, you could use named variables.

Explain what a spreadsheet model of a real-life situation is and what it can be used for?

It represents the data of a situation for example: Budgeting for a party; working out how big a field needs to be for a certain number of animals; working out how to spend your pocket money over time. Using the existing data to predict what time your shadow will be a certain length etc.



Unit: 5.3

Spreadsheets

Key Spreadsheet Vocabulary

Budget

The amount of money available to spend on a project.

Columns

Boxes running vertically in a spreadsheet.

Computational model

Creating or using a simulation (a model) of a real-life situation, on a computer.

Count tool

Counts how many of a variable there are in a spreadsheet.

Data

A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making

Dice tool

Simulates the roll of a die to a random number between 1 and 6 when you click on it.

Expenses

A cost associated with a project. For example, the cost of buying ingredients for a cake sale, materials for making banners etc.

Format

The way that text looks. Formatting cells is helpful for interpreting a cell's contents for example you might want to format a cell to show a fraction e.g. $4 \frac{1}{2}$ or include units such as £ or \$.

Formula

A group of letters, numbers, or other symbols which represents a scientific or mathematical rule. The plural of formula is formulae.

Formula Bar

An area of the spreadsheet into which formulae can be entered using the '=' sign to open the formula.

Hypothesis

A concept or idea that you test through research and experiments. The plural of hypothesis is hypotheses.

Profit

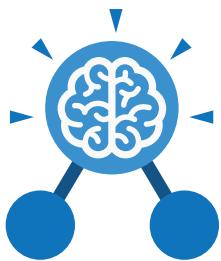
Money that is earned in trade or business after paying the costs of producing and selling goods and services. For example, the amount of money there is from a cake sale when the cost of creating them has been subtracted.

Totalling tool

Adds up the value of every cell above it, next to it or diagonal to it according to which total tool is selected.

Rows

Boxes running horizontally in a spreadsheet.



Unit: 5.3 Spreadsheets

Key Images



Open, close or share a file



Save your work



Open a previously saved file



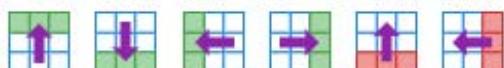
Format cells



Tools



Charts and Graphs



Insert or Remove rows or columns



Count tool



Dice tool



Formula bar



Spin tool



Random number tool



Equals tool



Lock tool



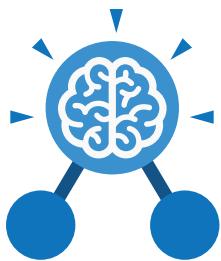
To Copy



To Cut



To Paste



Unit: 5.5

Game Creator

Key Learning

- To plan a game.
- To design and create the game environment.
- To design and create the game quest.
- To finish and share the game.
- To self and peer evaluate.

Key Resources



Key Vocabulary

Animation

Creating an illusion of movement.

Image

In this case, a picture displayed on the computer screen.

Texture

High frequency detail or colour information on a computer-generated graphic.

Computer game

A game played using a computer, typically a video game.

Instructions

Detailed information about how something should be done or operated.

Perspective

Representing three-dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.

Customise

Modify (something) to suit an individual or task.

Interactive

Responding to a user's input on a computer or device.

Evaluation

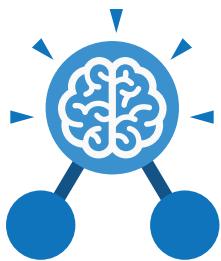
The making of a judgement about the value of something.

Screenshot

An image of the data displayed on the screen of a computer or mobile device.

Playability

A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.



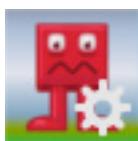
Unit: 5.5

Game Creator

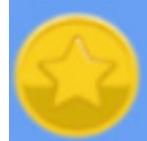
Key Images



Open, close and share work



Change the settings of your game



Insert treasure into your game



Insert enemies into your game



Drag to set the start position of your game



Play your game



Add images to your game

Key Questions

What is the 2DIY3D tool on Purple Mash?

2DIY 3D allows users to create a playing area, such as a maze, in 2D and then turn it into a 3D computer game. The aim is to avoid the 'baddies' and collect 'treasure'.

What makes a good computer game?

A good game designer gives the player continuous challenges in a visually stimulating environment, each of which leads to another challenge, to keep the game challenging and fun.

Why is it important to continually evaluate your game?

Evaluating your game as you make it allows you to think about ways in which it can be improved. Evaluation may also involve the views of other people who play your game.

Dodgeball Knowledge Organiser - Year 5



Prior Learning: In Year 4, children recapped different ways of throwing the ball. They recapped how to dodge on their own and in a games situation. They recapped how to block a ball. They also practiced the ready position and catching the ball. They played various games competing against others, while introducing some of the dodgeball rules

Physical Me

Agility

Throw

Precision

Balance

Catch

Control

Co-ordination

Dodge

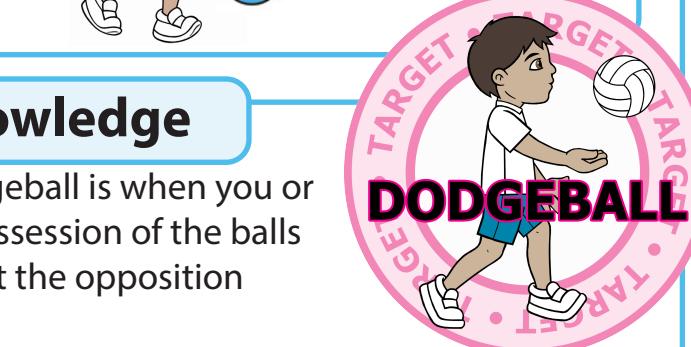
Fluency

Jump

Run

Speed

Flexibility



Defending -Defending is when the opposing team are in possession of the balls and throwing towards you
 - You can defend by blocking
 -Protecting others on your team from getting hit

Precision - Is how consistent results are. e.g. throwing at a target and hitting it each time

Key Skills

Thinking Me

- To make decisions in the game

Value Me:

- Honesty
- Creativity

Social Me

- Communication
- Encourage
- Collaboration

Our Dodgeball Rules:

- All the children start by standing on the baseline
- At no point in the game can children cross the halfway line to the other team's half: If they do they are 'OUT'
- Children to throw the dodgeball at the other team, aiming to hit each other anywhere below the shoulder
- Hands cannot be used to block dodgeballs, only to try and catch
- When hit by a ball anywhere below the shoulder, they are 'OUT' of the game and must stand at the side of the court.
- If a team member CATCHES the ball, the person who threw it is 'OUT'
- NO head shots- if there are - the player that threw the ball is 'OUT'

Key Vocabulary

Protect

Direction

Speed

Precision

Overarm

Opposition

Tactics

Attacker

Defender

Gymnastics Knowledge Organiser - Year 5



Prior Learning: In Year four, children began to develop their travelling techniques. They continued to master rolls including the teddy bear roll and practiced these on their own, in pairs and in 4s. They developed their bunny hops onto various apparatus. They also learned new balances (matching and mirroring). They created sequences in pairs and transferred these skills onto a variety of apparatus.

Key Skills

Physical Me

- Jumps & Leaps



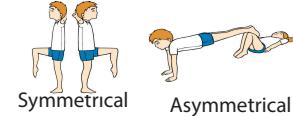
Scissor kick

- Rolls



T-Rolls

- Balances



Symmetrical



Asymmetrical

- Cartwheel



Co-ordination

Strength

- Hurdle Step



Agility

Flexibility

Power

Balance

Climbing

Speed

- Squat on to apparatus



- Sequences - in small groups

Co-ordination

Strength

Agility

Flexibility

Power

Balance

Climbing

Speed

Thinking Me

- Linking skills
- Evaluate
- Improve performance

Value Me

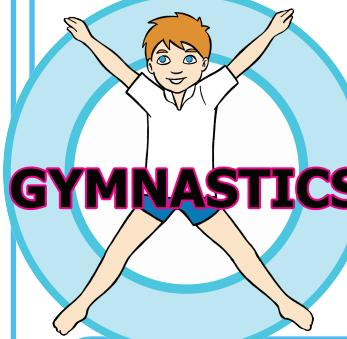
- Courage
- Motivating
- Respect

Social & emotional Me

- Collaborate
- Communication
- Mini Coach
- Compete

Gymnastic skills

Skills required for a gymnast are flexibility, core strength, balance, upper and lower-body strength, power, mental focus, discipline and dedication.



Inspirational Athlete

Simone Biles:

With a combined total of 32 Olympic and World Championship medals, Biles is tied as the most decorated gymnast of all time.



Key Vocabulary

Key Knowledge

Scissor Kick - Step and kick alternate legs, then land

T-Roll - Start in T-shape, roll over in tuck shape

Cartwheel - A cartwheel is a sideways rotary movement of the body. It is performed by bringing the hands to the floor one at a time while the body inverts

Hurdle Step - Jumping from one foot to two

Symmetrical - A body shape that is the same (mirror image) on both sides of the centre line.

Asymmetrical - A body shape that is different on both sides of the centre line

Symmetrical

Asymmetrical

Tension

Scissor Kick

Cartwheel

Hurdle Step

Collaborate

Routine