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

Key Skills

Physical Me

Agility	Throw	Precision
Balance	Catch	Control
Co-ordination	Dodge	Fluency
Jump	Run	
Speed	Flexibility	



Thinking Me
- To make decisions in the game

Value Me:
- Honesty
- Creativity

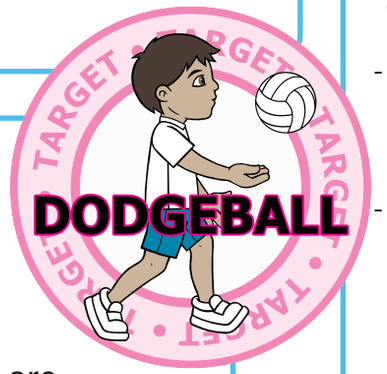
Social Me
- Communication
- Encourage
-Collaboration

Key Knowledge

Attacking- Attacking in dodgeball is when you or your team has possession of the balls and is throwing at the opposition

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



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

Knowledge Organiser

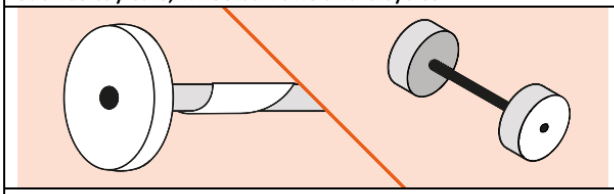
Design & Technology Year 5 Autumn 2

Electrical System - Doodlers

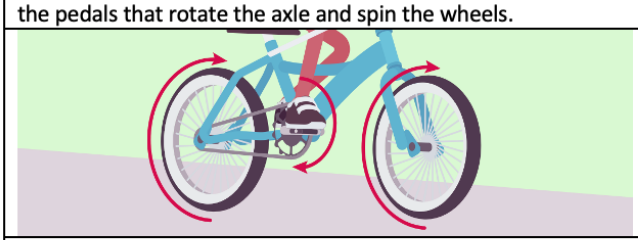
Key vocabulary	
Circuit	A collection of components that make an electrical system.
Circuit component	One of several parts that complete a circuit (e.g. bulb).
Configuration	How different parts are put together to form an object.
Current	The flow of electricity.
Develop	Continue to work on something to make progress or improve.
D.I.Y.	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 whom the product is aimed.

Key facts

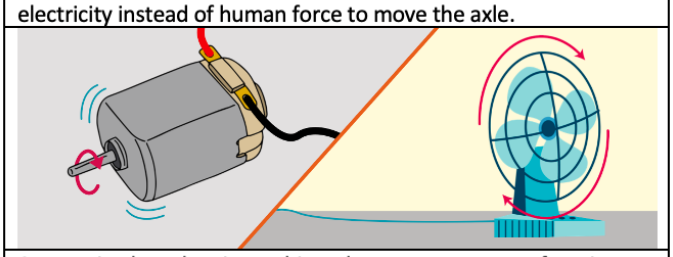
Axles form part of the wheel mechanism in wheeled products such as toy cars, wheelbarrows and bicycles.



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.

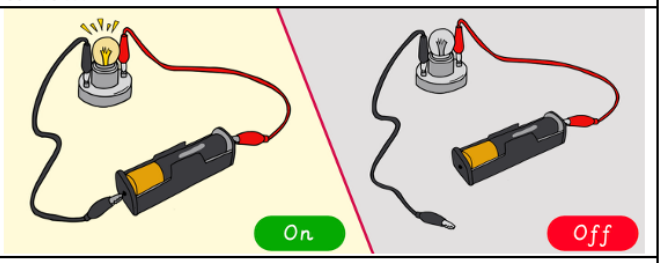


An electric motor converts electrical energy into rotational movement, causing the motor's axle to spin. Motors use electricity instead of human force to move the axle.



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

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.

1

Aujourd'hui, c'est

Today is...

2

lundi	→	Monday
mardi	→	Tuesday
mercredi	→	Wednesday
jeudi	→	Thursday
vendredi	→	Friday
samedi	→	Saturday
dimanche	→	Sunday

© LANGUAGE ANGELS

3

1	premier	17	dix-sept
2	deux	18	dix-huit
3	trois	19	dix-neuf
4	quatre	20	vingt
5	cinq	21	vingt-et-un
6	six	22	vingt-deux
7	sept	23	vingt-trois
8	huit	24	vingt-quatre
9	neuf	25	vingt-cinq
10	dix	26	vingt-six
11	onze	27	vingt-sept
12	douze	28	vingt-huit
13	treize	29	vingt-neuf
14	quatorze	30	trente
15	quinze	31	trente-et-un
16	seize		

4


janvier


février


mars


avril


mai


juin


juillet


août


septembre


octobre


novembre

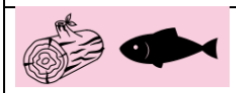

décembre

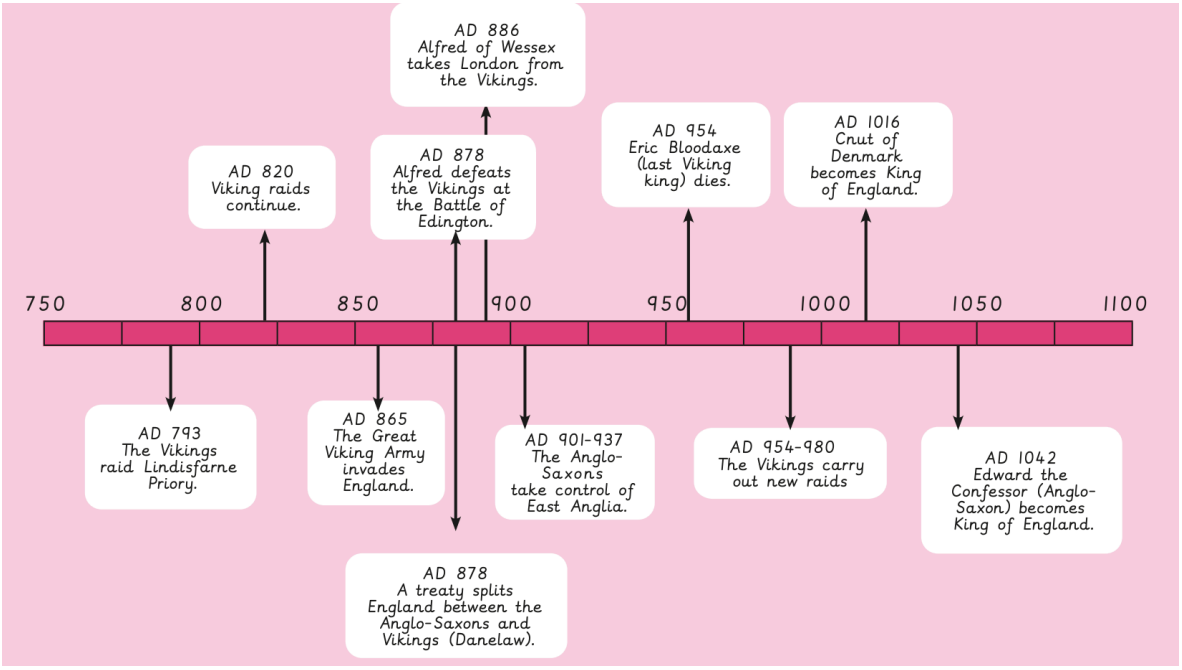
History Knowledge Organiser

Year 5 Autumn 2

Were the Vikings raiders, traders or something else?

Key Vocabulary	
Achievement	A significant accomplishment or contribution that had a lasting impact.
Balanced viewpoint	Considering all views in a fair way.
Exchange	Giving something to someone and receiving something in return.
Impact	The effect of change something has on a person, place or situation.
Impression	An idea, feeling or opinion about something.
Jorvik	The city now called York.
Oral tradition	The passing of stories and poems by word of mouth from one generation to another.
Saga	A long story of heroic achievement found in Norse literature.
Stereotype	A fixed idea about a group of people that is often not true.
Trade route	A long-distance route along which items are transported.
Vikings	A group of Scandinavian people who lived between the 8th and 11th centuries.

Traders	Raiders	Settlers
Using longboats, the Vikings established trading routes throughout Europe and as far as America, Iraq and Jerusalem. They sold items like timber, wheat, wool, fur and fish; and exchanged them for silver, spices, wine, jewellery, silk and glass.	The Viking raids of Britain started in AD 793 when Lindisfarne's monastery was attacked. In general, the Vikings raided in the summer when it was easier to cross the sea. They stole valuable items from monasteries and villages, and they enslaved people before returning home. For the Vikings, raiding demonstrated bravery – a characteristic they valued highly.	In Britain, the Vikings started to stay over the winter months. Eventually, they settled down on land they had seized in eastern and northern England. Sometimes, the Anglo-Saxons gave them land to stop the Vikings from attacking them. In AD 878, Alfred the Great made a peace deal with the Vikings which split England into Anglo-Saxon and Viking-controlled areas. The Viking area, known and Danelaw, was settled and peaceful.
		



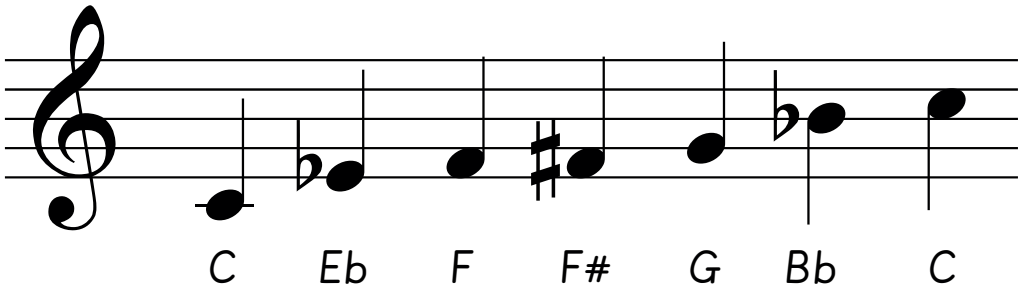
Music - Blues



Blues music is often sad and emotional, which is why we say we have 'the blues' when we feel sad. Its main features are the 12-bar blues and the blues scale, and it includes a lot of improvisation.

The Blues scale

The Blues scale to accompany our 12-bar Blues is made up of these notes:



Vocabulary

12-bar blues	A series of chords played in a specific order.

1 C C C C	2 C C C C	3 C C C C	4 C C C C
5 F F F F	6 F F F F	7 C C C C	8 C C C C
9 G G G G	10 F F F F	11 C C C C	12 C C C C

chord	Two or more notes that are played at the same time and work in harmony.
scale	Any set of musical notes which are in order of their pitch.
ascending scale	A scale in which the pitch of the notes goes up.
descending scale	A scale in which the pitch of the notes goes down.
blues scale	A set of notes used to play a melody over a 12-bar blues.
improvisation	Making up music as it is played or performed.
bent notes	A musical note that varies in pitch usually going up slightly at the end.
bar	A section of music with a specific number of beats (in blues there are usually 4 beats in a bar).
quaver	A note which last for half a beat.

© Kapow Primary™ 2023

Quicksticks Knowledge Organiser - Year 5

Prior Learning: In year 4 children continued to develop their dribbling skills their own and in a game situation. They experimented with different ways of passing and practiced aiming towards various targets to help with precision. They were learned to shoot into a target. They played small sided games bringing in the key Quickstick rules.

Key Skills

Physical Me

Running	**Agility**
Speed	**Balance**
Strength	**Co-ordination**
Reaction	**Power**
Passing	**Reactions**

Thinking Me

- Select and apply my skills
- Evaluate performance
- Decision making

Value Me

-Passion
-Self Belief

Social Me

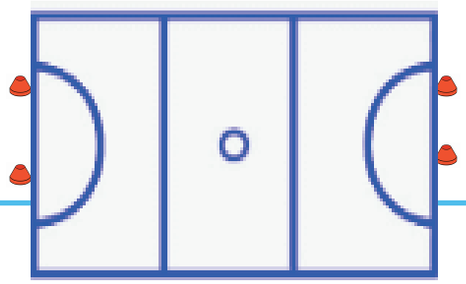
- Helping others
- Accepting and embracing rules

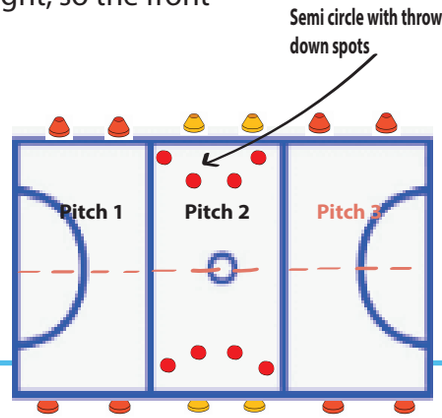


Key Knowledge

Indian Dribble: dribbling the ball quickly to the left and right, moving forward as you do so

Block tackle: this tackle requires you to get closer to the ground, make sure to always keep the opponents on your right, so the front of the stick is blocking the ball.





Quicksticks Rules:

Start of Game:
One team being given a centre pass

Restart the game:
Centre pass is taken by the team who has not scored

A free pass (the ball must be taken from where the offence took place)

If a ball crosses the sideline, a push-in is taken from the team that did not touch the ball last.

-You can pass or dribble onto the court from a sideline

FREE PASS to the other team:

- If a ball crosses the back line off an attacker, a free push is taken by the defending team from the top of the shooting circle/area

- If a ball crosses the back line off a defender: the free pass shall be taken by the attacking team from the corner

- If sticks raised above waist/knee height
- If uses rounded side of the hockey stick
- If you obstructs attacking players with the body
- Contact with another player
- Intentionally uses any part of their body to play the ball

Key Vocabulary

- Indian Dribble
- Demonstrate
- Block Tackle
- Marking
- Interception
- Precision
- Opponent
- Possession
- Slap Pass

Science Knowledge Organiser

Year 5 Autumn 2

Materials: Properties and Changes

Conductivity is a measure of how quickly and easily a material will let heat or electrical charge pass through.

- Good conductors, like metal, will let heat and electricity pass through quickly
- Good insulators, like plastic and rubber, will not let heat and electricity pass through easily

Hardness is a measure of how easily a material can be scratched or dented.

- Hard materials, like most metals, cannot be scratched or dented easily
- Soft materials, like clay or wax, can be scratched and dented easily

Materials are chosen for specific uses according to their properties. For example, buildings are made from strong, durable materials like wood, stone, brick, concrete and metal.



Transparency is a measure of how much light a material lets pass through.

- Opaque materials, like metal and wood, do not let any light pass through so objects on the other side cannot be seen



- Translucent materials, like some plastics, let some light pass through. The light is scattered as it passes through so objects on the other side (if visible) appear fuzzy, coloured or distorted



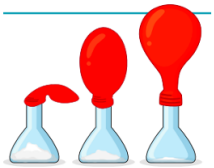
- Transparent materials, like glass, let most light pass through with minimal scattering so objects on the other side are clearly visible



A reversible change is when a material is changed but can be easily reverted to its original state.

Dissolving is a reversible change because the dissolved substance can be reclaimed by evaporating the liquid.

Mixing vinegar and bicarbonate of soda is an irreversible change. A new product (a gas) is formed which causes fizzing.



An irreversible change occurs when a material is changed but cannot be easily reverted to its original state. New materials are produced in the process.



Burning is an irreversible change in which a material is burned and makes new products.

Rusting is an irreversible change in which iron makes rust when exposed to water and air (oxygen).



Changes of state are all examples of reversible changes because heating or cooling the substance will change it back to its original state.

