**Home Learning:**

**Monday**:

* A new spelling assignment is set weekly on **Spelling Shed.** Children earn points each time they practise their spellings. The children with the highest score on a Friday earns a prize.

**PE:**

P.E is every Thursday. Children need to come to school wearing their PE kit (black/blue joggers, white t-shirt, red school jumper).

**Times Table Rock Stars & Numbots:**

Children are expected to regularly practise their times tables and number facts at home and these are apps purchased by school for the children to use. The children who have earned the most virtual coins in a week will receive a certificate and 10 dojos.

**Reading:**

Children will bring home 1 reading book per week which can be changed on a Friday. Children will also have their log on for **Oxford Reading Buddy** where they can read other books and answer questions about what they have read. Using this app, we can then monitor which children are reading regularly at home and which level they are reading at.

**How you can help:**

* remind you child to read for a minimum of 15 minutes every day;
* help your child by testing them on their multiplication tables and other number facts;
* talk to your child about their day at school and what we have been learning about.

Laycock Primary School

Years 5 and 6

Summer 1

Ancient Egypt



A copy of this leaflet can be found on the school website

**English:**

* Harry Potter – writing for different purposes including: writing to entertain (including poetry), writing to inform, writing to persuade and writing to discuss.
* SPAG – focus on using punctuation for effect, word classes and spelling the year 5/6 common words.
* Reading – focus on the 3 skills: Retrieve, Infer and Define.

**Maths:**

**Year 5 children will learn:**

* Fractions;
* Decimals & Percentages.
* Reasoning & problem solving skills.

**Year 6 children will learn:**

* Fractions, decimals & percentages;
* Algebra;
* Ratio;
* Reasoning & problem solving skills.

**History:**

**Ancient Egypt**

**Children will learn to:**

* compare what society was like in Britain to Ancient Egypt at the start of the Ancient Egyptian civilisation;
* understand that the Ancient Egyptians wrote using different scripts from our own and the significance of Champollion;
* explain why Howard Carter is described as a good archaeologist and the significant finding of Tutankhamun’s tomb;
* understand who the Pharaohs were and place the Pharaohs and Dynasties on a timeline;
* recognise and describe the Ancient Egyptians beliefs about the afterlife;
* know the characteristic features of the Ancient Egyptian society;
* know the importance of the Nile to Egypt.

**PSHCE:**

**Money Matters**

**Children will learn to:**

* discuss why advertisers try to influence us;
* talk about how to be a ‘critical consumer’;
* discuss what is meant by ‘ethical spending’
* explain the benefits of Fair Trade;
* discuss some consequences of debt;
* understand how to make a budget;
* explain what tax is and the ways we pay it.

**Art and Design:**

**Work of other artists – Howard Carter**

**Through the topic of Ancient Egypt children will learn to:**

* give detailed observations about Howard Carter’s art work;
* use a variety of techniques to add effect, e.g. shadows, reflection, hatching and cross-hatching;
* use a variety of tools and select the most appropriate.

**Science:**

**Properties and changes of materials**

**Children will learn to:**

* test a material’s properties;
* explain the uses of thermal and electrical conductors and insulators;
* order materials according to their electrical conductivity;
* explain and investigate dissolving;
* explain the processes used to separate mixtures;
* explain irreversible changes;
* identify the variables in an investigation;
* make observations and conclusions.

**R.E:**

* This half term we will be learning about the different symbols associated with different religions.

**Computing:**

Programming – Developing Games

**Children will learn to:**

* move and edit blocks as part of an algorithm;
* program an algorithm as a sequence of game instructions with actions and consequences;
* add additional effects and features, such as sound or point scoring, to enhance the appeal of a game.

**Music:**

**How does it help if we repeat ourselves?**

* How many sounds can one instrument produce?
* What is a cyclic pattern?
* Can we identify cyclic patterns in different pieces of music?
* How are cyclic patterns used in music from other traditions and cultures?
* How do composers fit different patterns together in a piece of music?

**French:**

* Listen attentively to spoken language and show understanding by joining in and responding.