Oaks Medium Term Planning: Autumn 1 2018

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Maths	Numbers to 10,000.\n\nRoman numerals to 1,000.\n\nRound to the nearest 10,100 and 1,000.\n\nNumbers to 100,000.	Compare and order numbers to 100,000.\n\nRound numbers within 100,000.\n\nNumbers to 1 million.	Counting in 10s, 100s, 1,000s, 10,000s and 100, 000s.\n\nCompare and order numbers to 1 million.\n\nRound numbers to 1 million.\n\nNegative numbers.	Column addition: addition and subtraction with more than 4 digits.\n\nRounding to estimate and approximate.\n\nInverse operations.\n\nMulti step addition and subtraction problems.	Read and interpret line graphs.\n\nDraw line graphs.\n\nUse line graphs to solve problems,	Read and interpret tables.\n\nTwo way tables.\n\nTimetables.
English	Imitation: portal stories.	Innovation: portal stories.	Invention: portal stories.	Imitation: discussion.	Innovation: discussion.	Invention: discussion.
SPAG	Year 5/6 word list. Revision from Y4 (ed endings)	Parts of speech. Fronted adverbials. 'ough' spellings	Speech punctuation. Words with silent letters.	Words ending in 'ible' and 'able.	Homophones.	Year 5/6 word list.
French	Say "I like" or "I like to eat".\n\nUnderstand some basic commands and questions.	Ask what someone wants and say what you want.\n\nName some common food items.	Ask how much something costs.	Talk about activities at a party.	Give opinions about food and activities.	Revision
PSHE	To understand what a 'habit' is and why they can be hard to change.	Recognise which, why and how substances and drugs (including alcohol and tobacco) can damage health and safety.	Recognise increasing independence means increasing responsibility to keep yourself safe.\n\nRecognise, predict, assess and manage risks in different situations.		Understand how bodies and emotions change during puberty.	

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Computing		Introduction to the coding interface	Create a program with an object that repeats actions indefinitely Explore and compare the use of repeat command and timer	Create a program that responds to the 'if' or 'if/else' command Use selection within a program	Understand what a variable is in programming Use a variable to create a visual timer Explore number and string variables	Go through the design, code, execute, refine process Use coding skills creatively in own programs Create a program that controls or stimulates a physical system	
PE (Mr Frost and Mrs Figura)	Outdoor football	Dribbling Accuracy, confidence and control	Passing Accuracy, confidence and control	Attacking and defending	Shooting	Applying skills in small games	
	Indoor dance- The Solar System	To be able to perform basic movements to music, and to build a simple themed dance focusing on the Solar System • To learn structured movement patterns and to create and perform short dance sequences • To develop knowledge and technique around a theme • Communicate positively with others and improve social wellness • To appreciate and participate in different styles of dance, lead and help others					
		Beat and Rhythm Mercury	Venus and Earth	Mars and Jupiter	Saturn, Uranus and Neptune	The Sun	Solar System scene
Music (Mrs Taylor)		Begin to learn a song	Play instrumental parts	Play instrumental parts Improvise	Improvise and compose	Perform	
DT (Mrs Figura)		/	/	Build and Orrery	/	Make a sundial	Make a model to show movement of the moon
Science (Mrs Figura)		Spherical bodies	Planets/heliocentric vs geocentric theories.	/	Day and night- compare internationally	/	Movement of the moon
History Geography Art		Not taught this half term					