



St Martin's C of E Primary and Nursery School Learning Narrative

	Musical/Auditory		Interpersonal		Naturalistic
	Bodily/Kinaesthetic		Linguistic		Spatial
	Intrapersonal		Logical		Spiritual

Year Group: Year 5

The Big Idea

Adventure

Key Question/Mystery

(To start with and return to)

What adventures would a superhero have?
 What adventures do animals have?
 What adventures can we have in Cranbrook?

Hooks for Learning

(experiences which excite, motivate and hook the children into the learning to come)

Superhero training week
 Cranbrook treasure hunt

<p>Playing and Exploring <i>Engagement</i></p>	<p>Active Learning <i>Motivation</i></p>	<p>Creating and Thinking Critically <i>Thinking/learning Process</i></p>
<p>Rear frogs from frogspawn.</p>	<p>Watching how frogspawn grows and develops and being fascinated by the developments of living things.</p>	<p>Making links between life cycles and linking to superheroes – what superpowers would be useful at that point in development based on inabilities/abilities.</p>
<p>Comparing development of humans against other creatures.</p>	<p>Creating themselves as a superhero linked to life processes and phases of life.</p>	<p>Making links to other animals and spotting patterns in growth.</p>
<p>Superhero induction – super hero profiles, sidekicks, nemeses, skills (agility, speed, code breaking/ encryption, memory tests). Taking on the role of a super hero and practising and developing the skills needed by a super hero.</p>	<p>Missions that require teamwork and perseverance to complete challenges that incorporate school values.</p>	<p>Children will need to be able to make their own decisions and solve problems to complete their missions. They will need to test and develop their ideas by reflecting on and changing their strategies.</p>
<p>Persuasive adverts and trailers – linked to being a superhero or animal habitats.</p>	<p>Children can research an animal of their choice and their habitat of the animal.</p>	<p>How can they persuade others that their environment is the best/ most interesting to visit?</p>
<p>Design and create superhero gadgets.</p>	<p>Children can create their own ideas and enjoy success with producing their own creations.</p>	<p>Persevering with testing and developing their ideas to make it the most effective it can be. Investigating and analysing a range of existing products.</p>
<p>Treasure hunt around Cranbrook – exploring the environment and the community where they go to school.</p>	<p>Children explore different areas of Cranbrook.</p>	<p>Using clues and maps to solve problems. Discussion of evidence to help identify the outcome of the clues.</p>

Key Skills

Reading



Asking questions to improve understanding.
Impact of figurative language on the reader.
How language, structure and presentation contribute to meaning.

Writing



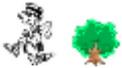
Plan their writing by identifying audience.
Select appropriate grammar and vocabulary.
Use appropriate presentational devices.
Evaluate and edit by assessing the effectiveness of writing.

Number



Solve practical, multi-step problems using a range of operations with numbers up to 1,000,000, including negative numbers, decimals and fractions.

Opportunities for Outdoor Learning



Visit the Country Park as part of localities study.

Reflection on Learning



Cross-Curricular Links (referencing Primary Curriculum/EYFS)

<p>Literacy</p>	 <ul style="list-style-type: none">• Lost Happy Endings• 101 Things to Do to become a superhero...or an evil nemesis• Extreme animals• Incredible edibles – a science-flavoured cookbook (link to science)• Where my Wellies take me (poetry)• A drove full of bullocks (link to maths)• Travel brochures – persuasive writing
<p>Maths</p>	 <p>Rising Stars sequences</p> <p>Shape – measuring and drawing angles, reasoning with angles.</p> <p>Place value – negative numbers and decimal numbers.</p> <p>Calculation – methods for addition, subtraction, multiplication and division, including problem solving.</p>
<p>Science</p>	 <p>What super powers would you have at different stages of life?</p> <p>Living things and their habitats:</p> <ul style="list-style-type: none">• describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird – link to family of superheroes (like the Incredibles). Breeding from frogspawn.• describe the life process of reproduction in some plants and animals. <p>Animals:</p> <ul style="list-style-type: none">• describe the changes as humans develop to old age – human life cycle. <p>Working scientifically – comparing size of offspring, researching gestation periods, length, mass. Recording the length and mass of a baby as it grows in tables.</p> <p>Classification charts.</p>

<p>RE</p>	 <p>What do sacred texts and teachings say about God, the World and Human Life?</p> <p>Understanding Christianity</p> <ul style="list-style-type: none"> ➤ Was Jesus the Messiah? ➤ What did Jesus do to save human beings?
<p>PE</p>	 <p>Swimming Outdoor learning – map reading Gymnastics – escaping your nemesis Netball Athletics</p>
<p>The Arts</p>	 <p>Block printing. Observational drawing in the environment. Pinch pot animals or characters.</p>
<p>DT/ Computing</p>	 <p>Trailer for adventure movie/ advert for adventure. Animations using pinch pot animals. Design and create superhero gadgets.</p>
<p>Humanities</p>	<p>Where do different animals live? – Link to map work of the world. Localities study of Cranbrook.</p>
<p>Identify 8-10 writing outcomes for the term:</p> <ul style="list-style-type: none"> • Advert for a place they have researched. • Manual for being an animal superhero • Extreme guide to super heroes and nemeses • Rags to riches stories • Recount of treasure hunt • Newspaper report on a superhero saving the world • Diary of superhero induction camp. • Adventures of a five pound note. • Reflection on swimming • Report on development of frogspawn/ comparison to development • Instructions on how to survive superhero camp or swimming with school 	

Opportunities for Home Learning for the term:

	<p>Musical/Auditory Create some entrance music for a superhero (Miss Golding wants special effects!)</p>		<p>Interpersonal Organise a treasure hunt for your friends to follow.</p>		<p>Naturalistic Find a way to camouflage yourself in the natural environment and take a photo.</p>
	<p>Bodily/Kinaesthetic Create your own superhero or animal-themed warm-up and be ready to lead the warm-up in PE.</p>		<p>Linguistic Write your own superhero or animal adventure story.</p>		<p>Spatial Create your own superhero logo.</p>
	<p>Intrapersonal Bring in a 'thunk' that we can use as a class discussion. (e.g. Is it more important to love or be loved? Would you rather be rich or happy?)</p>		<p>Logical Create an impossible code that only you can understand – bring it in for your teacher or your class to try and crack.</p>		<p>Spiritual Create an advert for a great human – think about what qualities and characteristics they would have.</p>

Every class will use 'Buzz Boards' to encourage questioning and reflection and will produce a 'Learning Story' for each theme. The 'Learning Story' will tell the story of learning, both in terms of content and the way in which learning happened. Children will be encouraged to engage with the learning stories, the stories can be created in physically or electronically.