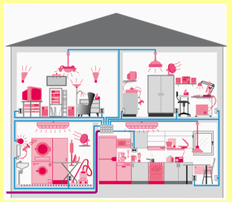
Science Key knowledge to be transferred to long term memory

	As scientists we will learn about:	Building on previous knowledge and skills
	A series circuit is a circuit that has only one route for the current to take.	In Y4, you will remember building simple circuits using a bulb, a battery and two wires.
	Cells, switches, lamps, buzzers and motors are called components of a circuit. They have two connection points called terminals.	You will remember in Y4 learning the electrical symbols used to record circuits.
	Voltage is the driving force that causes current to flow around a circuit.	In Y4, you constructed circuits and found more batteries increased the brightness of the bulb and less batteries made the bulbs dimmer.
	Mains electricity is generated at power stations at very high voltages. Electricity is transmitted to houses, offices and factories through a series of large cables either suspended from pylons or laid underground. This system is called the national grid.	In Y4, you researched how electricity is generated by using non-renewable resources (coal, oil and gas) and renewable resources (the sun, wind and tides).

Key Vocabulary	
cell	battery
conductor	an object or type of material that allows the flow of electricity
insulator	a material which does not easily allow heat and/or electricity to pass through it
renewable energy	energy that is naturally replenished (sun, wind and tidal)
non-renewable energy	energy that is not naturally replenished (coal, oil and gas)
current	the flow of electricity
fossil fuels	a material formed underground from the remains of dead plants and animals that humans extract and burn as fuel
terminal	Connection points in an electric circuit

Home Learning

Research where the electricity in your house comes from. Where is your local power station? Investigate which devices use electricity in your house and how often you use them?



Computing Key knowledge to be transferred to long term memory

	As computer operators we will learn about:	Building on previous knowledge and skills
	Coding involves designing, writing, and removing errors to achieve specific goals.	You will remember, in Y5 writing a program that would enable a character to move on the screen.

Key Vocabulary	
Coding	The process of writing instructions in a language that a computer can understand in order to create a program or application.
Debugging	Identifying and removing errors from something.
Input	A place where power or information enters a system.
Output	A place where power or information leaves a system.

Home Learning

You may like to use your Purple Mash login to explore some of the computer programs, which include coding, game design, and lots of information about staying safe and being responsible online:

purple mash

PSHE Key knowledge to be transferred to long term memory

	We will learn about:	You will remember:
	Three key concepts that help to promote the idea of sustainable living: reducing, reusing, and recycling.	In Y5, you learnt that sustainability means keeping the Earth in balance, not depleting its natural resources.

Design and Technology Key knowledge to be transferred to long term memory

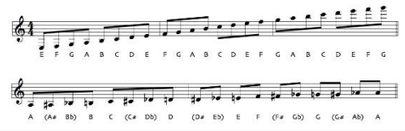
	As designers we will learn about:	Building on previous knowledge and skills
	A light box is a box with a light source inside. The box must have some translucent (see-through) and some opaque (a material where light is unable to pass through) sides to create a pattern or message when the light is switched on.	In Y5, you learnt that different materials have different properties and are used for different purposes, such as windows are made from glass (a transparent material) so we can see through them.

Key Vocabulary	
filament	A conducting wire
incandescent	Giving out light as a result of being heated

Home Learning

Try creating a shadow puppets (to tell a story) to experiment with the use of light and opaque materials.

Music Key knowledge to be transferred to long term memory

	As musicians we will learn about:	Building on previous knowledge and skills
	Musical notation is a system used to visually represent sound. 	You will remember, in Y3 and Y4, using the notes B, C, D, E, F, and G when playing instruments.

Key Vocabulary	
Composing	Writing or creating something, especially a work of art.
Improvising	Creating and performing something without preparation.
Performing	Presenting a form of entertainment to an audience.

Home Learning

Research and revisit some of the most iconic live performances of all time:


P.E Key knowledge to be transferred to long term memory

	As athletes we will learn about:	Building on previous knowledge and skills
	Synchronisation is where movements start and finish at the same time (but they don't need to be identical). Canon is where movements are performed rhythmically one after the other.	In Y5, you learnt that mirroring is copying your partner as if looking at yourself in the mirror.
	OAA requires teamwork to overcome problems and to navigate using compass directions.	In Y3, you learnt the different compass directions (north, south, east, west).

R.E. Key knowledge to be transferred to long term memory

	As theologians, we will learn about:	Building on previous knowledge and skills
	The "big questions" that are asked by religions and belief systems: "Who am I?", "What is a 'good life'?", "Why should I do good things?", "Does God exist?", "Is there life after death?"	You will remember, in Y5, learning about spirituality and how this relates to religion as a formal belief system. In Y5 and Y4, you will remember learning about how faith can affect the way in which people live their lives and how this faith can be expressed practically.

Key Vocabulary	
Belief system	A set of principles which form the foundation of a religion, philosophy, or moral code.
Morality	Principles that make the distinction between right and wrong or good and bad.

Home Learning

You may like to explore a "big question" of your own design, or perhaps consider a variation of the question: "Why is religion important?"