



## Year 5

Are you prepared to try Dragon's fury? Or do you prefer something calm like Tomb Blaster? Remember our visit to Chessington on 3<sup>rd</sup> and 4<sup>th</sup> May 2018.

What makes a successful theme park? A well laid out map? Experiences for all ages? What about the food? But wait. How are we going to stop children from falling off the rides? What about getting the 'coaster to the top? This, and more, will be discovered during Scream Machine.

**Maths:** We will start to learn how to compare and solve percentages problems. After percentages we will be focusing on geometry. This will involve understanding the different angles, using protractors accurately and estimating. We will also solve word problems around angles. Please encourage your children to use timetables rock star daily.

**Art & Design:** Edward Munch will be our inspiration for paintings based on what it's like to be on a theme park ride. We will combine facial expressions with a distorted background.

**DT:** In combination with our science learning children will build and create things that use levers, pulleys and cams. These include a roller coaster carriage and, as a grand project to end, a free fall egg ride. We hope they'll be egg-selent and children will work together (no shell-fishness).

**Physical development:** Children will learn to play striking and fielding games as well various athletic games.

**Computing:** Children will learn to navigate around and create databases using Purple Mash software. We will also use the internet to explore theme parks around the world.

**English:** Kestral-land. Merlin-world. Osprey-island. Children are going to create their own theme park and then create a brochure to convince others to visit. Then we are going to write a narrative based a visit to a theme park – there's going to be a problem, but what? The emphasis will be on useful dialogue between characters. Finally, we will produce poetry based on the excitement of a ride.

### Scream Machine!

**History:** We will learn about the history behind fairgrounds. How did they start? Who were the first inventors of fairgrounds? What rides were the most popular?

**Music:** The anticipation builds. Slowly the queue moves forward. You edge closer to the ride. Click. Click. Click. Arrrrghhhhhh. Wooosh.

Children are going to create a soundscape of a ride's journey.

**RE:** How should be live our life? Are there any teachings from the bible that will help us make the right choice? Do other religions share these beliefs? We will learn this, and more, over the half-term.

**Science:** But what if I fall out of the ride? A common question asked by many waiting patiently in a queue. Children will learn what forces operate to stop us falling out. This is in addition to discovering how a roller coaster carriage can be easily transported using levers and pulleys.