



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 9th and 10th 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: The focus for this half term will be on geometry. This will involve understanding the different angles, using protractors accurately and estimating. We will also solve word problems around angles. Once we've completed our geometry unit we'll move onto Position and Movement. 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 using computer aided design and working as a team to build theme park themed K'nex.

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

Computing: Children will use Purple Mash to design a roller coaster carriage. But what will make it aerodynamic?

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. We are then 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.

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: Salvation. Jesus's death was a sacrifice and has many meanings and connections within our religious world. We will discover these and form our own ideas on what sacrifice is, for us and the world.

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.