JOHN GULSON PRIMARY SCHOOL

Year 5 Curriculum (Autumn 2)

Alchemy Island

We're going on a magical journey to find the gold hidden somewhere on Alchemy Island.

This half term, we will be reading stories set in fantasy worlds that will inspire our story openings. We'll manipulate digital photographs, adding fantastical special effects. Our geography skills will improve as we look closely at maps of Alchemy Island, plotting routes and using coordinates. We'll examine samples from the island, explore the properties of materials and experiment with changes of state. If we're going to find gold, we'd better find out all about it! In English we'll write soliloquies and poems inspired by the island's magical powers and dramatic landscape. The coding programme Scratch will help us to plot and correct errors in our route, and we'll use technology to create beautiful digital images. We'll compose raps and use sound effects and mood music to reflect the atmosphere on Alchemy Island.

At the end of the unit of work, we will perform songs and our amazing adventure and present what we have learned. We'll design a map for a new app and a board game based on our adventures.

Home Learning

- Find out about (and watch!) films that show portals to other worlds, such as *Harry Potter and the Philosophers Stone* and *Star Trek.*
- How many synonyms can you find for the word 'portal'?
- Find out if your family owns anything containing gold or another precious metal or gemstone. What can you find out about where it came from?
- Visit your local museum or library and use historical maps to find out where local wells used to be.
- Find out about atomic numbers and symbols for metals such as lead, copper, silver, zinc, iron and platinum.
- Use a magnet to test the magnetic properties of metals around your home and record your discoveries in a data table.
- Combine art and science to make an astonishing and unique gemstone! Experiment with materials such as wax, resin, plastic and jelly!

Curriculum focus	**Music**
English	Fantasy stories, non-chronological reports, soliloquies, poetry and lyrics.
Mathematics	Statistics, multiplication and division.
Science	Properties and changes of materials.
Computing	Digital photography, debugging programs and gaming.
D & T	Electrical circuits, designing a board game.
Geography	Map reading, using co-ordinates, human and physical features.
Music	Composing, recording and editing software, atmospheric music, graphic scores
PE	Swimming, invasion games and dance
PSHE	Celebrating differences
RE	If God is everywhere, why go to a place of worship?