Year 5 Curriculum Summer Week 2				
Throughout the week				
Wellbeing 'Thought for the day'	Question: Can kindness change the world? Is it more important to be kind to yourself or to others, or is it of equal importance? Activity: Do something kind for each person in your household including yourself! Give a compliment or help someone with a job			
Daily Exercise	Keep active! Make sure you do something active each day. Try the exercises here.			
The Great Eight	The Great 8 are fun challenges suitable for the whole family. See below.			

Here are the curriculum activities for the week. You can do in any order you choose. Try to do these this week as next week's activity will follow on in each subject.

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Science	 What are the life cycles of different organisms? Think – what will happen as you get older? Watch this <u>video</u>. Make notes of the different life cycles. Draw and label diagrams of the life cycles. You will need these for next week.
History	 Stone, Bronze and Iron Ages Click here, scroll down and explore 'How do we know about prehistory?' Click on the images and record in words and pictures the main events for each prehistoric age. Create a timeline to explain to someone in your house the main events in the Stone Age, Bronze Age and Iron Age. Click here for an explanation of the terms AD and BC.
Geograph y	 What are Earth's most important resources? What do these <u>pictures</u> of natural resources have in common? Using the map shown below, write down what you notice about the distribution of energy and minerals across the World. Write a short paragraph about which continent has the most mineral or energy resources and predict why you think this might be the case.
PE	 Jumping for Distance Complete each cardio activity for 10 seconds: Jog / High knees / Hop / Skip / Star Jumps / Tuck jumps / Walk / Jog / Sprint Perform 3 times with a short rest in between: Jump with feet wide apart / feet close together / with a split stance / standing on one leg / hands by hips /hands above head From a start position perform 10 jumps, use a tape measure (cm), or count steps to measure your jumps on the sheet below.
RE	 Journeys to Special Places Find out about the new Seven Wonders of the World. Draw a sketch of your favourite Wonder and explain why you would want to make a journey there. Explore more about the New Seven Wonders of the World
Art	 OP Art What is OP ART? Look at 'Tate Kids; OP Art' to find out. Look at 'Tate Kids Who is Bridget Riley/' to find out more. Compare her work with Victor Vasarely's Op Art. What is the same and what is different? How does Op Art make you feel? What do you like / dislike about it? Create your own piece of OP Art.
Computin g	 Code Club: Scratch or HTML Explore the Code Club website, looking at the different coding languages you can learn. Watch these videos to help you: Coding in Scratch with Code Club video and/or Introduction to Scratch video Challenge yourself by finding a game to code in Scratch, or begin to explore HTML (the language of websites). Take your time to check your code and debug any errors – debugging is an important skill in computational thinking.





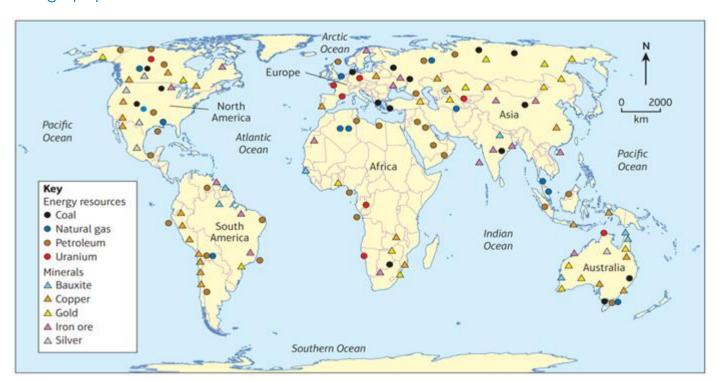


Summe	What to do What you need			
1. To talk about	Would you rather have wings or four legs? Why?			
2. To do	Master the Crow pose	Space A soft surface		
3. To investigate	Are people's left and right feet the same length?	Compare your own feet Compare the feet of your family members		
4. To find out more about	The fastest things on the planet	Ask someone in your house or research online		
5. To design	A new logo for your school			
6. To learn	Five or more bones of the human body	Ask someone in your house or research online		
7. To draw	Your teacher	Draw from memory Use the school website		
8. To create	An origami animal	Use a website. Be creative and make your own		



Support

Geography:



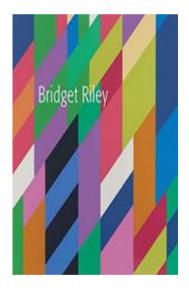
Art

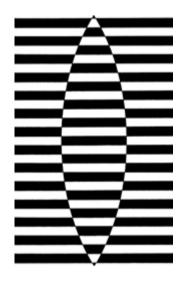
Bridget Riley, an artist from South London, will be 89 this April. To celebrate her birthday, make a piece of Op Art.

Your Op Art can be any size.

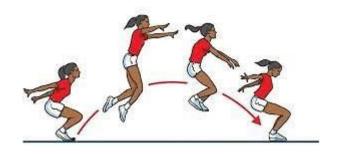


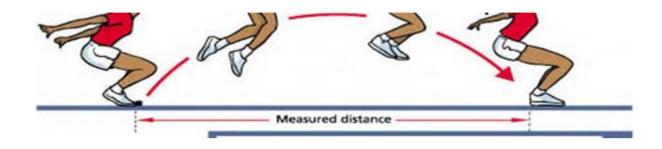












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