

Mathematics:

5.NBT.A.2 Use place value understanding and patterns to mentally multiply whole numbers and powers of ten.

5.NBT.B.5 Use rounding and compatible numbers to estimate products.

5.NBT.B.5 Multiply 3 digit by 2 digit numbers by combining equal groups and adding partial products

Use models and strategies to solve word problems

5. NBT.B.7 Use place value understanding and the standard multiplication algorithm to multiply a decimal by a whole number.

5.NBT.B.7 Use place value understanding to multiply a decimal by a decimal.

Key Vocabulary:

Matter, interactions, solids, liquids, gas

particles, substance, .

Character, setting. sequence, introduction, suspense, problem, resolution, quotation marks.

Ones, tens, hundreds, thousands, decimal, rounding, product

ELA

Standards for ELA

Main Focus: Explorers: Can we create an action and adventure story using green screen technology?

Reading

Draw on information from multiple print or digital sources, demonstrating the ability to locate an answer to a question quickly or to solve a problem efficiently.

Explain how an author uses reasons and evidence to support particular points in a text, identifying which reasons and evidence support which point(s).

Integrate information from several texts on the same topic in order to write or speak about the subject knowledgeably.

Analyze how visual and multimedia elements contribute to the meaning, tone, or beauty of a text (e.g., graphic novel, multimedia presentation of fiction, folktale, myth, poem).

Compare and contrast stories in the same genre (e.g., mysteries and adventure stories) on their approaches to similar themes and topics.

Read on-level prose & poetry orally with accuracy, appropriate rate, & expression on successive readings

Speaking and Listening

Report on a topic or text or present an opinion, sequencing ideas logically and using appropriate facts and relevant, descriptive details to support main ideas or themes; speak clearly at an understandable pace.

Writing

Write narratives to develop real or imagined experiences or events using effective technique, details, & sequences.

Orient reader by establishing situation & introducing narrator &/or characters; sequence unfolds naturally

Use narrative techniques to develop experiences & events or show responses of characters to situations

Use narrative techniques to develop experiences & events or show responses of characters to situations

Use a variety of transitional words, phrases, and clauses to manage the sequence of events

Use concrete words and phrases and sensory details to convey experiences and events precisely

Provide a conclusion that follows from the narrated experiences or events

Action and Adventure

Can we create an action movie?

Term 1- Part 1

Moral Education

Unit One:

Tolerance and Respect

SCF:

Critical thinking, digital competencies, creative skills, independent learning, cultural awareness/citizenship/Global and Environmental awareness, leadership, problem – solving, self-confidence, self-direction initiative.

STEM:

Students will continue to work on their formula 1 race car projects. Later in the term they will begin to

English Social Studies

5. 2 Students trace the routes of early explorers and describe the early explorations of the Americas and GCC.

1. Describe the entrepreneurial characteristics of early explorers (e.g., Christopher Columbus, Francisco Vásquez de Coronado) and the technological developments that made sea exploration by latitude and longitude possible (e.g., compass, sextant, astrolabe, seaworthy ships, chronometers, gunpowder).
2. Explain the aims, obstacles, and accomplishments of the explorers, sponsors, and leaders of key European expeditions and the reasons Europeans chose to explore and colonize the world (e.g., the Spanish Reconquista, the Protestant Reformation, the Counter Reformation).
3. Trace the routes of the major land explorers of the United States, the distances traveled by explorers.
4. Locate on maps of the journeys of these explorers.

Computer Literacy

P2. Create, edit, and format text on a slide.

P3.Use painting and drawing applications to create and edit work.

P4.Copy and paste or import graphics; change their size and position on a slide.

P5. Create a series of slides and organize them to present research or convey an idea.

Music/dance

1.1 Clap, pat or move with written examples of simple notation. Explore patterns using the quarter, eighth notes as walking, running, skipping, slide patterns and icons or pictures to represent the beat.

PE

Fitness Concepts 3.1
Demonstrate how to warm up muscles and joints before running, jumping, kicking, throwing, and striking.
3.2 Plan a day of
healthful balanced meals and snacks

Art

1.1 Identify and describe the principles of design in visual compositions, emphasizing unity and harmony.

Science

5-PS1-1 Matter and Its Interactions

Develop a model to describe that matter is made of particles too small to be seen.

5-PS1-2 Matter and Its Interactions

Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved.

5-PS1-3 Matter and Its Interactions

Make observations and measurements to identify materials based on their properties.

5-PS1-4 Matter and Its Interactions

Conduct an investigation to determine whether the mixing of two or more substances results in new substances.

Pupil Voice :	Innovate and write their choice of adventure stories.
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	Topic: Action and Adventures	Experiences	Create and record action and adventure story using green screen technology.
Entry points	Create their own adventure scene using Brain Pop.	National Identity	Creating a timeline of the Journey of Sheik Zayed forming the UAE.
Outcomes	Writing their own Adventure stories using character description, sensory details and follow logical order.	Evaluation	

