

# Year 5/6 Phase

**Every individual has the power to positively affect others and make a lasting impact**

## **Purpose:**

Year 5/6 will take part in fun and meaningful activities that will help them learn how to be collaborative, empathetic, and kind individuals. Through a range of sorts, both open and closed, the children will identify logos linked to different charities. They will also research the roles of charities within the local community and the wider world. Children will look famous entrepreneurs/inventors, and how they were able to achieve what they have. Children will look at how these entrepreneurs/inventors contributed to charities or were willing to help others. Children will work in groups to design and create products to be sold at a fundraising event, where they will showcase their new skills of empathy, collaboration, and kindness. The proceeds will support a local charity and the school's PTA.

## **End Goal:**

To design and produce a piece of art and marketable product that can be sold at a fundraising event, generating money to support both a local charity and the school PTA.

**Core Values:** Collaborative, empathy and kindness

**Possible Trips:** Eye of the Storm-Theatr NaNog

**Knowledge & Understanding**  
Names of and purposes of charities relating to mental health and young carers.

**Weather-storms**

**Skills:**  
**Cross-curricular**  
**Subject specific**

• **Numeracy:**

Budget for fundraising product

Total up profit made by each class and the phase altogether

• **Literacy:**

Instructional writing on chosen product

• **DCF:**

Research different sources on the internet

Informative fact file

**Values & attitudes**

**Collaborative, Empathy & Kindness**

**Activities:**

- **Open and closed sorts-** Children will sort pictures of charity logos, inventions and inventors into categories of their choice. They will then sort the pictures into given categories
- **BOATS –** Children will look at information about the weather.

**Personal effectiveness**

**Integral Skills:**

**Creativity and innovation**

To recreate work by a famous artist to sell at a fundraising event.

**Planning and organising**

To discuss and decide within a group on a product to create and sell at fundraising event

**Critical thinking and problem solving**

To work in a group to budget supplies needed to create a product and how much they will sell for in order to make a profit.