MATHS

Number and Place Value
Read, write and order numbers to at least 1000000
Count forwards and backwards in steps of 10, 100, 1000
Round any number up to 1000000to the nearest 10, 100 and 1000
Addition and Subtraction
Add and subtract whole numbers with more than 4 digits using column addition and subtraction
Add and subtract numbers mentally with increasingly large numbers
Using rounding to check answers;
Solve multi-step addition and subtraction problems
Multiplication and division
Identify multiples and factors, including all factor pairs of a number and common factors of two numbers
Know and use the vocabulary of prime and composite numbers
Multiply numbers up to 4-digits by 1 or 2-digit numbers
Multiply and divide whole numbers and those involving decimals
Solve multi-step problems
Fractions (including decimals)
Know that percentages, fractions and decimals are different ways of expressing proportion
Count forwards and backwards in simple fractions and decimals
Identify and name equivalent fractions
Read and write decimal numbers as fractions
Mentally add and subtract 1/10s
Recognise the % symbol and understand that it relates to 'number of parts per 100
Measures
Convert between different units of measure
Measure and calculate the perimeter and area of rectilinear shapes
Data
Interpret and present discrete data using appropriate graphical methods
Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
Geometry
Identify 3D shapes, including cubes and other cuboids from 2D representations
Draw lines accurately to the nearest mm
Use conventional markings for parallel lines and right angles
Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
Describe positions on a 2D grid as coordinates
Plot specified points and draw sides to complete a given polygon.

SCIENCE

States of Matter
Compare and group materials together, according to whether they are solids, liquids or gases
Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)
Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.
Children will set up a visiting science fair and will share their knowledge of States of Matter.

Changes in materials – Special Effects Materials

WHAT ARE WE LEARNING IN TERMS 1 & 2 in Year 5

ICT

E-safety: Communicating and collaborating safely online; understand how privacy settings can be used to keep personal information private.

Programming: Scratch skills, create our own sprites and learn how to control them, create our own game to direct a rocket to the moon.

RE
Identity and belonging
PSHE
Funtrition

FRENCH
En route pour l'ecole.

ENGLISH

Fiction
Create a prologue to introduce a Sci-Fi story
Write own Sci-Fi story –'The Missing 24hrs'/'The Glowing Pebble'

Non-Fiction
Persuasive writing linked to Monkton Park
Non-Chronological report with local focus

Grammar
Expanded noun phrases; fronted adverbials; plural and possessive apostrophes; direct and indirect speech; relative clauses.

Spellings
Statutory words; 'ough' endings; words ending 'able/ible; silent letters; homophones.

ART and DESIGN
Pop Art portraits
Water colour pictures of Monkton Park

TOPIC
Key events of 1960s
Famous people: Neil Armstrong
Life in the 1960s
Local area study –Monkton Park
Local landmarks –Monkton House
Local Map studies
Local census studies

MUSIC
Journey into Space –Holst's "Mars, The Bringer of War" Exploring how Holst bases this movement on an ostinato pattern. Create own "Mars" piece.

PE
Real PE: units that focus on social and personal skills
Games: Tag Rugby and Tchouk ball