

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 1000000 to 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 $\frac{1}{10}$ s;
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.

FRENCH

En route pour l'école.

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 ($^{\circ}\text{C}$)
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

Funrition

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

Skills –

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