



English

This half term we will be looking at the novel Journey to the River Sea. Our writing outcomes will be a setting description, a narrative piece by rewriting a chapter, and a Cinquain and Limerick poem. Our learning intentions are below:

- Can I create a glossary of new words?
- Can I compare characters from a novel?
- Can I write a diary entry from Maia's first night with the Carter family?
- Can I create a role on the wall for Maia?
- Can I create a setting with labels?
- Can I write a setting description?
- Can I retrieve information using VIPERS questions?
- Can I summarise the 8 chapters read so far in a storyboard?
- Can I identify the features of a narrative story?
- Can I box up a chapter?
- Can I write the introduction and build up to a new chapter?
- Can I write the dilemma and part of the resolution to a new chapter?
- Can I write the end of the resolution and closing to a new chapter?
- Can I independently box up my own chapter?
- Can I independently write my own version of a chapter?
- Can I independently write my own version of a chapter?
- Can I independently write my own version of a chapter?
- Can I answer VIPERS style questions?
- Can I identify the features of a cinquain and limerick poem?
- Can I write a cinquain poem?
- Can I write a limerick poem?
- Can I independently plan a cinquain poem?
- Can I independently write a cinquain poem?
- Can I independently plan a limerick poem?
- Can I independently write a limerick poem?

Spring 1
Year 5

Maths

This half term we will be looking at multiplication and division and fractions. Steps Below:

Fractions A

- Step 14: Subtract fractions
- Step 15: Subtract from a mixed number
- Step 16: Subtract from a mixed number- breaking the whole
- Step 17: Subtract two mixed numbers

Fractions B

- X a unit fraction by an integer
- X a non-unit fraction by an integer
- X a mixed number by an integer
- Calculate a fraction of a quantity
- Fraction of an amount
- Find the whole
- Use fractions as operators

Multiplication and Division B

- X up to a 4-digit number by a 1-digit number
- X a 2-digit number by a 2-digit number (area model)
- X a 2-digit number by a 2-digit number
- X a 3-digit number by a 2-digit number
- X a 4-digit number by a 2-digit number
- Solve problems with multiplication
- Short division
- Divide a 4-digit number by a 1-digit number
- Divide with remainders
- Efficient division
- Solve problems with multiplication and division



R.E.

This half-term we will be looking at the themes Mission and Memorial Sacrifice. Lessons below:

Mission

- Can I explore how a charity may help a Church community?
- Can I use sources to support my opinion of God's mission?
- Can I show an understanding by making links to beliefs and sources?
- Can I use religious symbols in understanding a diocese?
- Can I use religious vocabulary and use sources to support a view?
- Can I show an understanding of how people's beliefs are informed by values?
- Can I use religious vocabulary to write a prayer for Christian Unity?

Memorial Sacrifice

- Can I use religious vocabulary to write an article, giving reasons?
- Can I use sources to make links between beliefs?
- Can I express a view giving reasons for it?
- Can I compare my own and others responses in relation to meaning and purpose?
- Can I recognise different responses and compare them to my own?

DT

This half-term we will be looking at the theme Automa Animals. Lessons below:

- Amazing animals
- Cams and followers
- Exploring Cam movement
- Designing
- Making a framework
- Using mechanical systems

Music

This half-term we will use the BBC Classical Mars- The Planets

French

This half-term we will look at the theme Je me présente. Lessons below:

Je me presente

- Use basic greetings in French, ask somebody how they are feeling and reply when asked.
- Ask somebody their name in French and reply when asked.
- Recall the numbers 1-10 and count from 11-20 in French.
- Ask somebody how old they are in French and reply when asked.
- Ask somebody where they live in French and reply when asked.
- Express their nationality in French and understand basic gender agreement rules.

Science

This half-term we will be looking at Earth and Space. Lessons below:

- Can I describe the difference in the life cycles of a mammal (kangaroo)?
- Can I compare the difference in the life cycle of amphibians (salamander and frog)?
- Can I describe the difference in the life cycles of an insect (ladybird)?
- Can I describe the difference in the life cycles of a bird (owl)?
- Can I compare the life cycles of a frog and butterfly (metamorphosis)?

Pe

This half-term we be playing Badminton and Flag football. Lessons below:

- Demonstrate a forehand shot with some consistency
- Direct a shuttlecock reasonably well to their partner to continue a rally
- Demonstrate a simple tactic in a net type game
- Demonstrate a forehand or backhand shot with some consistency
- Demonstrate a simple tactic in a net type game
- To play the game for the core task

History

This half-term we will be looking A study of Greek life and achievements and their influence on the Western World.. Lessons below:

- Can I recognise the impact and influence Alexander the Great had on Ancient Greece?
- Can I understand the influence Greek philosophers and alphabet has on us today?
- Can I compare the Ancient Greek democracy and government to that of today?
- Can I compare the Ancient Greek democracy and government to that of today?
- Can I compare the Ancient Greek democracy and government to that of today?

PSHE

This half-term we will look at our HRSE unit and safety and the changing body. Lessons below:

HRSE Scheme:

- Journey in Love

Safety and the changing body:

- Online friendships
- Staying safe online
- Puberty
- Menstruation
- Emotional changes in puberty
- First aid: Bleeding and head injuries
- Alcohol, drugs and tobacco; making decisions

Computing

This half-term we will look at databases and Game creator. Lessons below:

Databases:

- Searching a database
- Creating a class database
- Creating a topic database

Game Creator:

- Setting the scene
- Creating the game environment