

R.E and Collective Worship:

- **Ourselves** – We will deepen our awareness of ‘Who I am’ then consider how ourselves are as made in the image and likeness of God.
- **Life Choices** – We will explore commitments like marriage and baptism. We will explore how we show care and commitment –
- **Hope** – We will look at how we wait hopefully during the season of Advent.

Maths:

Place Value – In this unit, we will learning to read and write numbers up to 1,000,000 as well as rounding partitioning, rounding and comparing them.

Addition and Subtraction – Here we will be Adding and subtracting four or more digits using the column method. The children will also be using inverse operations and rounding to check their answers.

Multiplication and Division A – In this unit, we will be learning about Factors, Prime, Square and Cube numbers. We will also be looking at how to multiply and divide easily by 10,100 and 1000.

Fractions A – In this, the first of two fractions topics, we will be learning the difference between unit and non-unit fractions. Also how to convert between improper fractions and mixed numbers. We will also be adding and subtracting fractions.

D.T/ Art

- **Bread:** The children will taste and evaluate a range of existing bread products and then design and bake their own.
- **Mountains:** Children will experiment with watercolour and fine line drawings to create mountain landscapes.

Music: “Popocatepetl” Pupils will learn to sing with a strong sense of pulse and expression. They will lead and maintain an independent part in a group. They will also learn to use percussion to play melodic phrases using the pentatonic scale.

Science:

- **Properties and changes of Materials.** We will group materials and describe their properties. We will also look at thermal, electrical conductors and insulators. Finally we will look at which materials are soluble and insoluble and what is needed to make changes irreversible.
- **Living things and their habitats.** We will start by looking at plant reproduction and pollination. We will understand the difference between sexual and asexual reproduction then look at the life cycles of animals.

Year 5 Autumn Term Overview Mrs Shepherd

History / Geography

- **History:** Ancient Greece – We will learn about Democracy and decide if the story of the Trojan horse was real or just a myth. We will also learn what the Greeks were famous for.
- **Geography** – How are mountains formed and how are communities affected by them?
- **Geography** – Local Geography Week – The opportunity to learn all about our local area whilst developing a variety of field working skills.

PSHE: - Me and my Relationships – Valuing Difference

P.E: Our speed, agility and quickness will be developed!

English:

Fiction:

- An Adventure Tale: We will be learning how to create an exciting 3rd person adventure with an unusual twist.
- We will be creating our own Myth or Legend based on the story of Bed Gelert.

Non-Fiction:

- Non-Chronological Report: We will be designing our own mythical beasts and inventing lots of facts about them to help us with our report.
- Biography: We will write our own biographies, then choose an influence person to research and write about.

Reading:

- Choral Reading – this term we will focus on whole class reading (of a variety of fiction and non-fiction texts) which will develop our fluency and expression.
- Poetry – we will read and discuss a poem a day!

MFL - French

-My School my Subject They will learn the nouns for school subjects and will give opinions about school and school subjects. **Time in a City** – we will become tour guides, using descriptive sentences.

Class Novel:



Computing:

Game Making - In this unit, pupils will be introduced the 2DIY 3D tool. They will begin to design an environment and quest to make a playable game which they will share with their peers. They will write a set of instructions to explain how to play their game.

Coding - In this unit, pupils will begin to develop an understanding of how values used in code affect the action of the object they relate to. They will explore setting values in code to control the speed and angle of direction of an object.