

Science

Properties and changes of materials

- Compare and group together everyday materials on the basis of their properties
- know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution
- Use knowledge of solids, liquids and gases to decide how mixtures might be separated
- Give reasons for the particular uses of everyday materials
- Demonstrate that dissolving, mixing and changes of state are reversible changes.
- Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible.

ICT/Computing

- Coding - Scratch, Kodu, Espresso coding
- Design, write and debug programs that accomplish specific goals - make our own invasion game.
- Research the internet safely.

Geography

- Describe and understand key aspects of physical geography: rivers (the Norwegian Fjords) and the water cycle.
- Use maps, atlases, globes and digital mapping to locate countries and describe features studied.
- Locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries and major cities.

English

Poetry: Classic/Narrative - Beowulf

Narrative:

How to train your dragon: Children to plan and write a narrative based on the film and their knowledge of Viking life (from our history lessons)

Non-fiction:

Recount about an invasion: Analyse newspaper/magazine texts, revise key organisational features and identify language conventions. Use drama to study and record character opinions alongside factual evidence. Plan, draft and write a newspaper article that contains both factual and opinion based content.

Instructions: Develop language features in order to write a manual and produce a set of instructions for how to play a Viking themed game designed and created by the children

Persuasive letters: Use persuasive and formal language in order to persuade a target audience.

Guided readers:

Beowulf, Viking Boy, Viking at school, How to train your dragon, Norse myths and legends, Viking blood, range of information texts on Anglo Saxons, Scots and Vikings.

Other Texts/Resources

Thor
How to Train your Dragon
Beowulf
Norse Myths and Legends

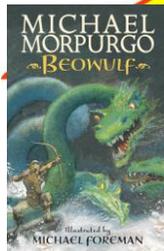


Year 5 Curriculum Overview

How to Train Your Dragon



Trip to Sutton Hoo
Overnight stay at Mersea outdoor centre



PE

Net and ball games (tennis)

Gymnastics

PSHE

SEAL New Beginnings:
Belonging, self-awareness, understanding my feelings, understanding the feelings of others, managing my feelings, social skills, making choices, understanding rights and responsibilities.

History

Vikings and Anglo Saxons in Britain up to 1066 (Viking raids and invasion resistance by Alfred the Great and Athelstan, first king of England further Viking invasions and Danegeld Anglo-Saxon laws and justice Edward the Confessor and his death in 1066 Anglo-Saxon invasions, settlements and kingdoms: place names and village life Anglo-Saxon art and culture Christian conversion Canterbury, Iona and Lindisfarne).

Using primary and secondary sources and evaluating their usefulness.

Religious Education:

- Hinduism
- Humanism

Music

- ABBA
- To understand the main features of Rock music.
- To learn a song in a Rock style, and perform it with instrumental accompaniment
- To learn about a prominent British composer.

DT/Art

- Evaluate existing products and improve own products - Viking/Anglo-Saxon shields
- Design Viking longboats, evaluate and improve their design.
- Calligraphy - illuminated letters

Maths

Autumn 1

- Place value to 1,000,000
- Mental addition and subtraction
- Factors of numbers and prime numbers
- Using multiplication and division facts
- Angles
- Length, perimeter and area

Autumn 2

- Written methods of multiplication
- Divide four-digit numbers
- Fractions and decimals, tenths and hundredths
- Decimals, tenths, hundredths, thousandths
- 2D and 3D shapes
- Tables and bar charts