

In English, we'll be :

- Looking at Myths and Legends – Where they come from, how they were told, how they differ in different cultures.
- Character view points – writing from different view points
- Re writing a traditional tale in the modern day.
- Writing instructions.
- Grammar – modal verbs, subordinate clauses, adverbial openers.
- Spellings



In Maths, we'll be:

- Place value of numbers up to 1,000,000
- Rounding numbers
- Estimating
- Roman numerals
- Using concrete and pictorial representations of sums
- Adding + subtracting – written and oral
- Multiplying and dividing – written and oral
- Reasoning and explanation
- Decimals
- Converting decimals
- Measure – length, weight and capacity
- Converting units of measure.



In Science, we'll be finding out:

Material World

- Dissolving
- Filtering
- Evaporating
- Reversible and irreversible changes
- Heating and cooling materials
- Compare and group materials
- Comparative and fair tests
- Plan, conduct and evaluate experiments



In Art, we'll be:

Printing

- Researching printing artists.
- Looking at the different methods of printing (old and new)
- Producing our own printing – mono- printing and block printing.



Year 5 Autumn Term 1 Plan



Mr Sansom's
school
newsletters
to keep

In Physical Education (PE), we'll be :

- Learning about invasion games – Netball & Football
- Skills and rules
- Match techniques



In RE we'll be finding out about:

Community

- Religion and diversity
- What is the dynamic like in our town?
- Multicultural look at Bedfordshire
- Mosques/ Places of worship
- Prayer/ differences and similarities
- Forms of guidance and its impact.

In Music / French, we'll be:

Music

- Working on our group performance – Class assembly.

French – Bon Appetite / Je suis le musicien

- Vocabulary
- Simple phrases and pronunciation
- Listen and interpreting
- Writing short phrases

In History and Geography, we'll be learning about :

Ancient Egyptians

- A timeline
- What was life like?
- Gods/Goddess
- Rulers/ Pharos
- Pyramids
- The River Nile
- Mummification
- Rosetta Stone – Hieroglyphics
- Howard Carter -Tutankhamun



In Computing, we'll be finding out:

- How to plan a game
- To create source and assets
- Create a prototype of a game
- Debug a game script
- Write instructions to publish a game

