

Science – Material World

- 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
- demonstrate that dissolving, mixing and changes of state are reversible changes.

History – Anglo Saxons

- develop a chronologically secure knowledge and understanding of British and world history
- develop the appropriate use of historical terms
- understand how our knowledge of the past is constructed from a range of sources
- construct informed responses that involve thoughtful selection and organisation of relevant historical information
- devise valid questions about significance

French – On the Way to School

- listen attentively and show understanding by joining in and responding.
- speak in sentences, using familiar vocabulary

PSHE – Beginning and Belonging

- recognise our responsibilities for making sure everyone in school feels happy and safe
- consider how different people feel when starting something new
- make people feel welcome and valued
- recognise what helps us to be resilient in a range of new situations

English

Reading

- read aloud fluently, using intonation to demonstrate our understanding of the text
- identify key words and phrases that are repeated in different text types
- use inference to understand how a character is feeling

Writing

- write our own versions of legends, using structures and themes identified in reading
- describe characters and settings
- use a variety of sentence structures
- use inverted commas and other punctuation when a character is speaking

Maths –Place Value & Addition and Subtraction

- read and write numbers up to 1 million
- round numbers up to 1 million
- compare and order numbers up to 1 million
- count forwards and backwards into negative numbers
- count in 10s, 100s, 1000s, 10,000s and 100,000s
- read and write roman numerals
- add and subtract whole numbers with more than 4 digits (column method)
- use rounding to estimate
- use inverse operations
- tackle multi-step addition and subtraction problems

Music – Our Community

- develop accompaniments using ostinato and invent or improvise rhythms on untuned percussion

Computing – We Are Games Developers

- create original artwork and sound for a game
- design and create a computer program for a computer game, which uses sequence, selection, repetition and variables
- detect and correct errors in their games
- use iterative development techniques.

Design & Technology – Moving Toys

- use our knowledge of the movement made by the cam in the design of our toy
- produce sketches and step-by-step plans and identify tools and materials
- measure, mark out and cut accurately, evaluating our work as it develops and at the end



YEAR 5 AUTUMN 1

We will be learning to...

RE – Christianity: What Kind of King is Jesus?

- explain connections between biblical texts and the concept of the Kingdom of God.
- consider different possible meanings for the biblical texts studied, showing awareness of different interpretations.
- make clear connections between belief in the Kingdom of God and how Christians put their beliefs into practice in different ways
- relate Christian beliefs about God's Kingdom to the issues, problems and opportunities of their own lives and the life of their own community

