



## English

Over this term there will be a focus on studying a significant author—Roald Dahl. Children will learn how to write a non-chronological report, legends, poetry form and how to structure a piece of writing for discussion. We will be reading the book 'Matilda' as a class reader.

## Mathematics

This term, we will be following the Mathematics curriculum in Y5 with a focus on place value, addition, subtraction, multiplication and division. Word problems and investigations will be used to check that children are able to apply their mathematical skills to real life problems.

## Science

Over the term we will study two themes: Out Of This World, which involves looking at our solar system, and Material World—which can get quite messy!

## Art & Design

Our Art work will be based on the Vikings. The children will be weaving, making Viking clay faces and Anglo Saxon jewellery.

## Design and Technology

Related to our Anglo Saxon topic the children will work in a group to create an Anglo Saxon settlement. They will then design and make Viking longboats using a variety of tools.

## French

We will continue our Modern Foreign Language by looking at French life before engaging in basic conversational skills.

## PSHE

Throughout the term we will be using our new PSHE scheme Jigsaw and we will be looking at

## Topic

Our topic this term is Anglo Saxons and Vikings. We will learn about Anglo Saxons in early Britain, and then how it changed with the arrival of the Vikings—we are going to have a Viking arrival of our own to enhance our learning.

# Year 5 Autumn Term Curriculum Plan

## Music

In January we will be taking all of Upper school to take part in Young Voices at the Genting Arena. We will be learning the songs for the show.

## Physical Education

In Games we will be going to the Excel Sports Centre every Monday afternoon to take part in a number of different PE activities and develop our swimming skills. Just wait until they see our house coloured PE kit!

## ICT

We will be using our ICT skills to help develop an interactive game by designing characters and backgrounds, with the Scratch /Kodu software.

## Religious Education

During the first term we will be looking at belief in the 21st Century and Christian values.