

Year 5 Autumn 1: Monarchy Mayhem

Curriculum connections

5 English

Fiction

Core text: The Highwayman

Write for an appropriate audience.

Create own imaginative characters and settings based on the work of real authors.

Develop an atmosphere in own description of a setting using a range of stylistic devices such as similes, metaphors, personification and power of three.

Select ambitious and new word choices appropriately.

Non-Fiction

Genre: Biography

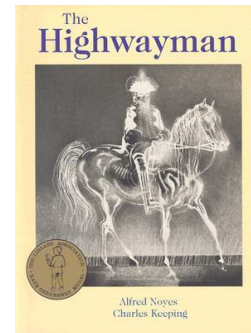
Use a range of cohesive devices to link paragraphs.

Link ideas within paragraphs using a range of conjunctions.

Grammar

Identify and use brackets, dashes and commas to include additional information.

Use tense choices effectively.



Maths

Number:

Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit.

Add, subtract, multiply and divide whole numbers with more than four-digits, using a written method.

Add, subtract and multiply numbers mentally drawing on known facts.

Multiply and divide whole numbers by 10, 100 and 1000.

Solve addition, subtraction, multiplication and division problems.

Geometry:

Distinguish between regular and irregular polygons.

Identify 3D shapes, including cubes and other cuboids from 2D representations.

2 History

British Kings and Queens

Study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.

Understand the changing power of monarchs such as John, Anne and Victoria using case studies.

Describe the main changes in a period of history using terms such as: social, religious, political, technological and cultural.

Identify periods of rapid change in history and contrast them with times of relatively little change.

5 Art

Monarchy Portraits

Develop ideas in sketchbooks, taking inspiration from a range of different artists.

Improve mastery of art and design techniques, including drawing, painting and collage with a range of materials.

Evaluate and analyse creative works using the language of art, craft and design.

Have an understanding of great artists, architects and designers in history.



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1

Science

Earth, space and beyond:

Develop knowledge of the planets' place in the solar system and their relationships to the sun.

Describe the movement of the moon in relation to the Earth.

Understand how Earth experiences day, night and seasons.

5

1

RE

Judaism:

Answer the question 'How important is it for Jewish people to do what God asks them to do?'

Identify the ten commandments and the meaning behind each one.

Reflect on what Passover teaches Jews about God.

Discuss how human beings, individually and collectively, can make the world a better place.

3

3

Computing

Mars Rovers 1:

Understand computer networks including the internet; how they can provide multiple services, such as the worldwide web; and the opportunities they offer for communication and collaboration.

Use search technologies effectively.

Recognise that computers transfer data in binary and understand simple binary addition.

4

PE

Net and wall games:

Use forehand, backhand and overhead shots.

Invasion games:

Pass, dribble and shoot with control. Identify and use tactics to help their team keep the ball. Mark opponents and help each other in defence.

Music

Livin' on a Prayer:

Listen to and appraise music. Learn and perform the Bon Jovi song 'Livin on a Prayer' with voices and instruments.

PSHE

Relationships: Feelings and emotions and healthy relationships.

Recognise and respond appropriately to a wider range of feelings in others.

Recognise what constitutes a positive, healthy relationship and to develop the skills to form and maintain positive healthy relationships.

Recognise that own actions affect themselves and others.

5

Spanish

Los Planetas

Learn to name the planets. Construct sentences using verbs, nouns, adjectives and adverbs.