



Y5 Long term plan

	Autumn Term		Spring Term		Summer Term	
Narrative	<p><u>The Tiger Rising</u> (World Map Work)</p> <p>Pupils will explore stories from other cultures - thinking about dilemmas and how the characters interact.</p>	<p><u>Journey to Jo'Burg</u> (African culture)</p> <p>While studying this text, pupils will address political and moral issues from the 1950's and consider important figures like Nelson Mandela. We will consider how the author uses language devices to portray important events.</p>	<p><u>Traditional tales</u> (Vikings)</p> <p>Pupils will read a variety of traditional Viking Kennings focusing on the use of language and description. Pupils will develop an awareness of an alternative style of writing and develop their historical links.</p>	<p><u>Street Child</u> (Victorians)</p> <p>Pupils will focus on character, setting descriptions and dialogue as we read the text from the perspective of the main character.</p>	<p><u>Street Child</u> (Victorians)</p> <p>Pupils will develop an awareness about texts from a historical setting. We will explore setting features associated with our wider topic of 'The Victorian's'.</p>	<p><u>The Highwayman</u></p> <p>Pupils will develop social, moral, cultural and spiritual awareness as we explore this historical narrative poem. We will consider differences in language from modern and past societies and how this affects the reader's response.</p>
Non Fiction		<p><u>African culture</u></p> <p>Pupils will use a range of sources to research what life is like in Arica to plan and create their own reports.</p> <p>While studying Africa in the 1950's through 'Journey to Jo'Burg', pupils will develop skills in debating and constructing a balanced argument.</p>	<p><u>Vikings</u></p> <p>Pupils will study what life was like during the Viking era. They will focus on the historical links and develop an awareness of writing in an alternative style.</p>	<p><u>Victorians</u></p> <p>Pupils will study what life was like in Victorian times making comparisons between modern and Victorian education and Victorian social classes.</p>	<p><u>Space and beyond</u></p> <p>Using a variety of sources, pupils will discover information about: planets and the solar system, space travel and space discovery. we will consider how information is organised and presented to the reader. Scientific language will be investigated and pupils will learn how to incorporate this type of language into their own writing.</p>	
Poetry			Viking Kennings	Victorian cautionary rhymes	Narrative Poetry- historical setting	Tiger, tiger burning bright...
Texts used	The Tiger Rising	Journey to Jo'Burg African folk tales	Viking Blood Viking Boy Illustrated Norse Myths	Street Child Chimney sweep – my story		The Highwayman

Visits/Visitors/Themed weeks	Roald Dahl day	-Journey to Jo'Burg – presentation project -Africa Week -Meet a Creature -African drumming -Festival of Christmas Trees	Viking trip (TBC) Viking workshop	Wliderspin National school –Victorian school experience (TBC)	Leicester Space centre (TBC)	Coastal trip – Cleethorpes Discovery centre
History			The Vikings Pupils will explore traditional Viking culture and develop their understanding of Invaders and settlers.	Pupils will explore what life was like in Victorian times. They will focus on Queen Victoria and her family and identify the events which led to the Industrial Revolution and significant people involved.		
Geography	World geography map skills Pupils will use globes and atlas' to study the world focusing on geographical vocabulary.	Focus on Africa While studying African countries, we will look at climate, wildlife art and culture and health and well being. Pupils will also look at humanity issues and charity work.				Coasts/Coastal Erosion Pupils will identify the features of coasts and explain the impact of coastal erosion upon communities. Pupils will develop an understanding about tourism and the impact it has on coastal areas.
Maths	Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000. Count up and down in thousandths; recognise that thousandths arise from dividing an object into 1000 equal parts and in dividing numbers or quantities by 1000. Add and subtract numbers mentally with increasingly large numbers. Know angles are measured in degrees; estimate & compare acute, obtuse & reflex angles. Identify:	Identify multiples and factors including finding all factor pairs of a number and common factors of two numbers. -Multiply and divide numbers mentally drawing upon known facts. -Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers -Establish whether a number up to 100 is prime and recall prime numbers up to 19. Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.	- Interpret negative numbers in context, count forwards and backwards with positive and negative numbers including through zero. - Read Roman numerals to 1000 and recognise years written in Roman numerals Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. Divide numbers up to 4-digits by a 1-digit number using the formal written method of short	Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. -Identify 3D shapes, including cubes and other cuboids, from 2D representations - Use the properties of rectangles to deduce related facts & find missing lengths & angles. Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements.	Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit Compare and order fractions whose denominators are all multiples of the same number. Solve problems involving converting between units of time. Round decimals with two decimal places to the nearest whole number and to one decimal place.	Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10000 or 100000 Consolidate Addition and Subtraction using columnar addition and subtraction Recognise the percent symbol (%) and understand that per cent relates to 'number of parts per hundred' and write percentages as a fraction with denominator 100, and as a decimal. Understand and use

	<ul style="list-style-type: none"> - Angles at a point on a straight line & $\frac{1}{2}$ a turn (total 180°) - Angles at a point & one whole turn (total 360°) - Other multiples of 90° <p>Draw given angles & measure them in degrees</p> <p>-Measure and calculate the perimeter of composite rectilinear shapes in cm and m.</p> <p>- Calculate & compare the area of rectangles (including squares, & including using standard units, square centimetres (cm^2) and square metres (m^2) & estimate the area of irregular shapes.</p> <p>Add and subtract whole numbers with more than 4 digits including using formal written methods (columnar addition and subtraction).</p>	<p>Read and write decimal numbers as fractions, e.g. $0.71 = \frac{71}{100}$.</p> <p>Multiply numbers up to 4-digits by a 1-digit or 2-digit number using a formal written method, including long multiplication for 2-digit numbers.</p> <p>Complete, read and interpret information in:</p> <ul style="list-style-type: none"> - tables, including timetables 	<p>division and interpret remainders appropriately for the context.</p> <p>Calculate & compare the area of rectangles (including squares) including using standard units, square centimetres (cm^2) and square metres (m^2) & estimate the area of irregular shapes.</p> <p>Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language and know that the shape has not changed</p> <p>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles</p>	<p>- Estimate volume (e.g. using 1 cm^3 blocks to build cubes, including cuboids) & capacity (e.g. using water).</p> <p>- Convert between different units of metric measure (e.g. km/m; cm/m; cm/mm; g/kg; l/ml).</p> <p>Solve comparison, addition and difference problems using information presented in a line graph</p>	<ul style="list-style-type: none"> - Read, write, order and compare numbers with up to three decimal places. <p>Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.</p> <p>Recognise and use square numbers and cube numbers, and the notation for square² and cubed³.</p>	<p>approximate equivalences between metric units and common imperial units such as inches, pounds and pints.</p> <p>Consolidate and revise all Year 5 learning associated with geometry to include work on angles, translations and shape</p>
Science	Material world	Let's get moving	Circle of life	Growing up and growing old	Out of this world	Super scientists
MFL: French	Unit 13 – ‘Bon appetit’ Healthy eating	Unit 14- ‘Je Suis le musicien’ I am the music man	Unit 15 – ‘En route pour l’école’ On the way to school	Unit 16-‘Scene de plage’ Beach Scene	Unit 17 – ‘Le retour du printemps’ The return of spring	Unit 18 – ‘Les plantes’ The planets
Computing	<u>Rising stars - Switched on Computing</u> Unit 5.1 – We are game developers	<u>Rising stars - Switched on Computing</u> Unit 5.2 – We are Cryptographers – To crack codes	<u>Rising stars - Switched on Computing</u> Unit 5.3 – we are Artists – fusing geometry and art	<u>Rising stars - Switched on Computing</u>	<u>Rising stars - Switched on Computing</u> Unit 5.5 – We are bloggers – sharing experiences and opinions	<u>Rising stars - Switched on Computing</u> Unit 5.6 – we are architects – creating a virtual space

	-To develop an interactive game-Scratch					
Art						
DT						
RE						
PE	Fundamental Motor Skills Athletics Games (Striking/Fielding)	Fundamental Motor Skills Gymnastics Dance (Cross Country)	Fundamental Motor Skills Dance Gymnastics (Cross Country)	Fundamental Motor Skills Games (Invasion) Athletics (Indoor and Outdoor) OAA (Outdoor Adventurous Activities)	Fundamental Motor Skills Athletics Games (Net) OAA (Outdoor Adventurous Activities) (Sports Day)	Fundamental Motor Skills Athletics Games (Net/Striking/Fielding) OAA (Outdoor Adventurous Activities)
Music	To analyse and compare a variety of music		Charanga – ‘Glockenspiel’ To compose using pitched percussion		Charanga – ‘Stop bullying’ To compose a piece based on a theme	
PSHE						