



YEAR 5 SPRING TERM 1
MEDIUM TERM PLAN

MATHEMATICS

Multiplication and Division, Fractions, Decimals and Percentages

The children will:

Written multiplication including long multiplication
Written division including with remainders
Compare and order fractions
Add and subtract fractions
Identify, name and write equivalent fractions
Recognise mixed numbers and improper fractions and convert one to the other
Multiply proper fractions and mixed numbers by whole numbers
Read and write decimals as fractions
Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
Round decimals with two decimal places
Read write order and compare numbers with up to three decimal places
Recognise the per cent symbol
Understand per cent
Write percentages as a fraction and as a decimal

MATHEMATICS - CONTINUOUS SKILLS

The children will:

Solve number & practical problems and use rounding to check answers
Solve +/- multistep problems in contexts, deciding which operations to use and why
Solve problems involving number up to 3 dec. places
Solve problems involving \times/\div including using knowledge of factors, multiples, squares & cubes
Solve problems involving $+/-/\times/\div$
Solve problems involving \times/\div , including scaling by simple fractions and problems involving simple rates
Solve problems which require knowing % & decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ & those fractions with a denominator of a multiple of 10 or 25

SPELLING

Revision of Year 4
Y3 & Y4 statutory word list

GRAMMAR AND PUNCTUATION

The children will:

using modal verbs or adverbs to indicate degrees of possibility
using relative clauses beginning with who, which, where, when, whose, that or with an implied (i.e. omitted) relative pronoun
using brackets, dashes or commas to indicate parenthesis

WIDER WRITING OPPORTUNITIES

Non-chronological report on Viking Gods
Poetry on Viking Gods
Diary in role as any main character
Journey adventure story
Character portraits of main character
Leaflet about Arthur's town
Newspaper article
Letter from Arthur to Thor requesting help

Arthur and the Golden Rope by Joe Todd Stanton
Myth Narrative and Instruction Guide

Reading Skills

Read & discuss an increasingly wide range of fiction, non-fiction and reference books or textbooks
read books structured in different ways and read for a range of purposes increase their familiarity with a wide range of books, incl myths & legends
recommend books, giving reasons for their choices
identify and discuss themes and conventions
make comparisons within & across books
ask questions to improve their understanding
draw inferences eg characters' feelings, thoughts & motives from their actions, & justifying inferences with evidence
predict what might happen from details stated and implied
summarise the main ideas drawn from more than one paragraph, identifying key details that support the main ideas
retrieve, record & present information from non-fiction
participate in discussions about books
provide reasoned justifications for their views

Writing Skills

use knowledge of morphology & etymology in spelling & understand that the spelling of some words needs to be learnt specifically, English Appendix 1
use dictionaries to check the spelling & meaning of words & use a thesaurus
identify the audience for & purpose of the writing, selecting the appropriate form & using other similar writing as models for their own
consider how authors have developed characters & settings
select appropriate grammar & vocabulary, understanding how such choices can change and enhance meaning
describe settings, characters and atmosphere & integrating dialogue to convey character & advance the action
use a wide range of devices to build cohesion within and across paragraphs use further organisational & presentational devices to structure text & to guide the reader [for example, headings, bullet points, underlining]
assess the effectiveness of their own others' writing

<p style="text-align: center;"><u>FOUNDATION</u> <u>SUBJECTS</u></p> <hr/> <p style="text-align: center;"><u>RE COME AND SEE</u></p> <p>Local Church – Community: Mission – Continuing Jesus' mission in diocese (ecumenism) Eucharist – Relating: Memorial Sacrifice – the Eucharist; the living memorial of Jesus</p>	<p style="text-align: center;"><u>HISTORY & GEOGRAPHY</u></p> <p style="text-align: center;"><u>How do we use Ancient Greek ideas today?</u></p> <p>The children will: Identify many English words have Greek origins Investigate similarities/differences between the Greek and our alphabet; our schools and ancient Greek schools Find out about Greek architecture & its influence on our buildings; how Greek scholars have contributed to our understanding of the world Compare ancient and modern Olympics</p>	<p style="text-align: center;"><u>Art</u></p> <p style="text-align: center;"><u>Formal Elements: Architecture</u></p> <p>The children will: Improve their mastery of art and design techniques, including drawing Create sketchbooks to records observations Develop their techniques, including their control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Use sketchbooks to record their observations and use them to review and revisit ideas Learn about great artists, architects and designers in history</p>
<p style="text-align: center;"><u>SCIENCE</u></p> <p>The children will: Explain that unsupported objects fall towards Earth because of the force of gravity Identify the effects of air & water resistance and friction Understand that force and motion can be transferred through devices such as gears, pulleys & levers <u>Working Scientifically:</u> The children will: Plan different types of enquiry to answer questions Control variables where necessary Measure with increasing accuracy and precision using a range of equipment Record data and results of increasing complexity using scientific diagrams, labels, keys, tables and graphs Use test results to make predictions and set up further tests Report & present findings, including conclusions & explanations in results Identify scientific evidence used to support or refute ideas or arguments</p>	<p style="text-align: center;"><u>COMPUTING</u></p> <p style="text-align: center;"><u>Coding</u></p> <p>The children will: set values in code to program the speed of an object change an object's direction and heading to create a driving game Practise changing an object's direction and heading to create a sailing game. Learn to change its co-ordinates to move it around make an object rotate to the orientation (angle) of an iPad set friction to effect the speed and movement of a car in a driving game design and make your own app; practise assigning values in code to control the movement of objects.</p>	<p style="text-align: center;"><u>MUSIC</u></p> <p style="text-align: center;"><u>(Music Teacher)</u></p> <p>The children will: Learn to sing songs from memory Improvise & perform using their voices Evaluate their voices & their singing Play instrumental parts within songs Improvise, compose & perform using instruments Evaluate their composing & performance</p> <p style="text-align: center;"><u>PE</u></p> <p style="text-align: center;"><u>Gymnastics/Games – PE Coach</u></p> <p>The children will: Learn about the benefits of exercise Warm Up and Cool Down Learn a variety of skills related to - gymnastics including composing and performance - games including throwing, catching, batting, striking and fielding</p>