

Maths

Some examples of our objectives for this topic are:

- To solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why
- To multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers
- To solve problems involving numbers with up to three decimal places

Please see the school website for further information on our Maths Curriculum

Science

Sound and Light

- To identify that a sound is made when an object is made to vibrate
- To recognise that when a sound is made it immediately spreads out in all directions and as it travels its volume decreases but its pitch remains the same
- To describe how pitch and volume are determined by how the material vibrates

History

Routes to Justice

- To explain with simple examples how change happens during particular events and through time, for a combination of reasons but that this does not impact everyone in the same way, at the same time
- To explain consequences in terms of immediate and longer term effects and that people were affected differently
- To explain that different historical accounts of the past emerge for different reasons

DT

Electrical Systems

- To be able to generate and develop ideas for a product.
- To be able to choose appropriate materials and tools for a product.
- To evaluate the final product against the original specification.

RE

Justice and Stewardship

- To be able to describe the meaning of different concepts
- To describe how these concepts are contextualised within some beliefs e.g. Christianity or Islam
- To be able to recognise, identify and describe some of the issues raised.

Geography

North America

- To confidently use an atlas including the contents page and index
- To locate countries and describe features studied in the KS2 NC
- To identify human and physical features of a continent

Route to Justice

Year 5

Summer 2022



Computing

Microsoft Excel and Animation

- To use the skills I have already developed to create content using unfamiliar technology
- To review and improve my own work and support others to improve their work
- To select, use and combine the appropriate technology tools to create effects that will have an impact on others

Art

Painting

- To paint pictures with accuracy and control and begin to use tonal shading
- To select different types of brushes and tools considering how suitable they are
- To use and adapt colour groups to create moods

French

Numbers 80-100, Money—Euros, The body, At the supermarket

- To speak in sentences, using familiar vocabulary, phrases
- To listen attentively to spoken language and show understanding

Music

Jazz

- Identify and begin to understand more complex rhythm patterns and metres including counting in 8
- Extend imaginative vocal use, chant and sing in layers including simple part songs with expressive interpretation and awareness of style
- Recognise which refinements need to be made and explore a range of different rehearsal strategies

PSHE

It's My Body

- To respect other people's feelings, decisions, rights and bodies
- To utilise appropriate and varied language to express ideas and feelings
- To understand that people express feelings in different ways.

PE

Athletics

- To demonstrate good techniques in a competitive situation

Cricket

- To develop a safe and effective overarm throw

Rounders

- To learn batting control

English

Some examples of our objectives for this topic are:

The Boy at the Back of the Class; The Highwayman; Malala Reading

- To make comparisons within and across books
- To discuss and evaluate the intended impact of the language used with reference to the text

Writing

- To use a wide range of clause structures, sometimes varying their position within the sentence
- To edit sentences by either expanding or reducing for meaning and effect

Please see the school website for further information on our English Curriculum

Enrichment Opportunities

- Winchester Science Centre Sleepover
- Cricket coaching