



## English

**Fiction:** *Beowulf* (Michael Morpurgo & Norse Myths (Kevin Crossley-Holland) will provide numerous *write to entertain* opportunities

**Non-fiction:** *Write to discuss* (argue and discuss key events and conflicts in history), *write to explain* (explanations linked to forces in science)

**SPaG:** Learn homophones and near homophones, the possessive apostrophe - plurals, turning adjectives into adverbs and continuing to learn words from the Year 5/6 word list.

Use *imperative and modal verbs* to convey urgency, *adverbials* to convey sense of certainty and *short sentences* for emphasis.

# The Beginning of England



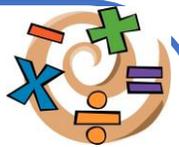
## Year 5 Summer Term 2020

### History

**The effects of Anglo Saxon, Viking and Scots settlement in Britain:**

1. What happened to Britain when the Romans left?
2. How well did the Saxons and Vikings get on with each other?
3. Was life better in Anglo-Saxon or Viking Britain?
4. What did the Anglo Saxons and Vikings leave behind?

## Maths



**Number: Decimals & percentages**

- Recognise decimals up to 2 d.p.
- Decimals as fractions
- Understand thousandths and record as decimal
- Rounding, order and compare decimals
- Understand percentages and record them as fractions and decimals
- Find equivalent F.D.P
- Add and subtract decimals
- Multiplying and dividing decimals by 10, 100 and 1,000

**Geometry: Properties of shapes & position and direction**

- Measure and calculate angles and lengths
- Identify regular and irregular polygons
- Identify, describe and represent the position of a shape following a reflection or translation

**Measurement: Converting units and volume**

- Convert between different units of metric measure
- Estimate volume
- Use all four operations to solve problems involving measure

### Science

**Animals, including humans:** describe the changes as humans develop to old age.

**Forces:** recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.

### Computing



**Term 5:** Explaining algorithms and debugging programs

**Term 6:** Using software to present and evaluate data and information



### PHSE

**Term 5:** relationships

**Term 6:** changing me (linked to science)

### Art and Design

**Drawing:**

- Make observations and imaginative drawings using a range of strategies - shading, cross-hatching and developing perspective by using different viewpoints.
- Look at, and talk about, drawings from other periods and cultures.



### RE

**Term 5:** What kind of King is Jesus?

**Term 6:** What matters most to Humanists and Christians?

### DT



**Mechanisms:** design and make a moving toy based on Norse mythology

### PE



**Term 5:** Athletics & quick cricket

**Term 6:** Athletics and rounders