

## **Computing**

### **In computing the children will:**

- Design and write programs to solve problems.
- Use sequences, repetition, inputs, variables and outputs in programs.
- Detect and correct errors in programs.
- Understand uses of networks for collaboration and communication.
- Be discerning in evaluating digital content.

## **Design Technology**

### **In DT the children will:**

- Use research and criteria to develop products that are fit for purpose and aimed at specific groups.
- Use annotated sketches, cross section diagrams and computer-aided designs.
- Analyse and evaluate existing products and improve own work.
- Use mechanical and electrical systems in own products, including programming.
- Cook savory dishes for a healthy and varied diet.

## **English:**

### **Reading:**

- Read and discuss a broad range of genres and texts.
- Apply knowledge of morphology and etymology when reading new words.
- Identify and discuss themes.
- Make recommendations to others.
- Learn poetry by heart.
- Draw inference and make predictions.
- Discuss author's use of language.
- Retrieve and present information from non-fiction texts.
- Take part in formal presentations and debates.

### **Writing:**

- Be secure with spelling eg homophones, prefixes, and silent letters.
- Use a thesaurus.
- Write with legible fluent handwriting.
- Plan writing to suit audience and purpose.
- Develop character, setting and atmosphere in narrative.
- Use organizational and presentational features.
- Use consistent appropriate tense.
- Proof read work.
- Perform own compositions.

### **Grammar:**

- Use expanded noun phrases.
- Use modal and passive verbs.
- Use relative clauses.
- Use commas for clauses.
- Use brackets, dashes and commas for parenthesis.

### **Speaking and Listening:**

- Give well-structured explanations.
- Have a good command of Standard English.
- Consider and evaluate different viewpoints.

## **Art**

### **In art the children will:**

- Use sketchbooks to collect, record and evaluate ideas.
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials.
- Learn about great artists, architects and designers.

# Year Five

## **Languages**

### **In languages the children will:**

\* Listen and engage, engage in conversations, expressing opinions, speak in simple language and be understood, develop appropriate pronunciation, present ideas and info orally, show understanding in simple reading, adapt known language to create new ideas, describe people, places and things and understand basic grammar.

## **Music**

### **In music the children will:**

- Perform with control and expression solo and in ensembles.
- Improvise and compose using dimensions of music.
- Listen to detail and recall aurally.
- Use and understand basics of staff notation.
- Develop an understanding of the history of music, including great musicians and composers.

## **Physical Education**

### **In PE the children will:**

- Use running, jumping, catching and throwing in isolation and combination.
- Play competitive games.
- Develop flexibility and control in gym, dance and athletics.
- Compare performance to achieve PB'S.
- Achieve swimming proficiency at 25m

## **Science**

### **In science the children will:**

- Understand life cycles of plants and animals.
- Describe changes as humans develop and mature.
- Classify materials according to a variety of properties.
- Understand mixtures and solutions.
- Know about reversible changes, identify irreversible.
- Understand location and interaction of Sun, Earth and Moon.
- Introduce gravity, resistance and mechanical forces.

## **MATHS:**

### **In Number and Mental Mathematics the children will:**

- Count forwards and backward with positive and negative numbers through zero.
- Count forwards/backwards in steps of powers of 10 for any given number up to 1,000,000.
- Compare and order numbers up to 1,000,000.
- Compare and order numbers with 3 decimal places.
- Read Roman numerals to 1,000.
- Identify all multiples and factors, including finding all factor pairs.
- Use known tables to derive other number facts.
- Recall prime numbers up to 19.
- Recognise and use square numbers and cube numbers.
- Recognise place value of any number up to 1,000,000.
- Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 or 100,000.
- Round decimals with 2 decimal places to nearest whole number and 1 decimal place.
- Add and subtract:
  - Numbers with more than 4-digits using formal written method.
- Use rounding to check answers.
- Multiply:
  - 4-digits by 1-digit/ 2-digit
- Divide:
  - Up to 4-digits by 1-digit
- Multiply & divide:
  - Whole numbers & decimals by 10, 100 and 1,000
- Recognise and use thousandths.
- Recognise mixed numbers and improper fractions and convert from one to another.
- Multiply proper fractions and mixed numbers by whole numbers.
- Identify and write equivalent fractions.
- Solve time problems using timetables and converting between different units of time.

## **History**

### **In history the children will:**

- Study an area of British History such as Anglo-Saxons and Vikings.
- Study an area of broader history such as Ancient Greece.

## **Geography**

### **In geography the children will:**

- Name and locate countries, cities, regions and features of the UK.
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles and time zones.
- Study a region of Europe and the Americas.
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources.
- Use 4 and 6 figure grid references on OS maps.
- Use fieldwork to record and explain areas.