

History

We will be learning about Anglo Saxons in History.

Find out about why the Bayeux Tapestry is so important to telling the story of the battle.

Create a timeline of important historical facts from the Anglo-Saxon period.

Science

Our topic for this term is 'Properties and Changes of Materials'.

With the help of an adult, list as many different uses of the following materials as you can and explain why that material is used for those purposes by talking about their properties.

Copper
Wood
Plastic

Example: Glass is used to make windows, bottles and lightbulbs because it is transparent and is resistant to water and rust.

Boundary Learning Together - Year 5, Autumn 2

You can either complete one task a week and bring them in weekly or you can complete them all at once and bring them in on the last Thursday of term (19th December 2025).

You will also receive weekly spellings on Spelling Shed; weekly Maths work on Maths.co.uk; and a weekly GPS test on SPAG.com. Homework will be accessible from Friday and should be completed by Thursday morning. If it has not been completed, pupils will be asked to complete it in their break time or lunch time, in-line with our school home learning policy.

Please let us know in advance if you need any help with this work.

Thank you.

Reading into Writing:

Write a detailed book review about the Home Reading book you have read within the last month or about any text from Reading Plus.

Find a poem that you love and learn it off by heart.

Maths: Learn your times tables. Learn and practise the KIRF key facts.

Write an explanation about how to add fractions or find a fraction of a number. Give step by step instructions.

RE

We will learn about how Muslims can find guidance from the Qu'ran.

Explore which special books or special texts give you and your family guidance.

French

Practise the French vocabulary from last half term: days, months, numbers and colours.

Music - Can you write two bars of music using CDEFG notes?

Computing

Go on Scratch at home and have a go at creating your own code to get a sprite to move. Alternatively, follow a lesson on Code.org - hour of code.