

English

In English, we are reading 'Cosmic' by Frank Cottrell Boyce, a story full of laughs and adventure.

Through this book we will be producing a range of different writing genres, including letters, persuasive leaflets and narratives. We will be developing our grammar skills, looking at varying sentence structures and adding more detail.

Maths

In Maths, our main focus is Place Value, understanding, representing and comparing numbers up to 1,000,000. We also build on Year 4 learning of addition, subtraction, multiplication and division. The children will learn new mental strategies and apply these to multistep questions.

Science

Our Science topic this half term is Earth and Space. We will be learning about our solar system, the movement of planets and other spherical bodies. We will use research to understand why we have day and night, investigating how day and night is different around the world.

PSHE

This half term our focus is on 'Being Responsible' covering a range of key areas such as rules, caring behaviour, being responsible in situations and making appropriate choices.

Computing

In computing, we will be learning about search engines. The children will build on their learning from Year 4, understanding what a search engine is, how to use these effectively and how they work.

Physical Education

The children will use their prior knowledge of orienteering, building upon their skills from the previous year group. We will also be doing a Movement unit, creating solo and group routines.

Music

In music, we will be looking at melody and harmony through music.

Religious Education

In RE we will be learning about the religion of Christianity, focusing on the question 'Why is it sometimes difficult to do the right thing?'

Art

In Art, we will be learning about typography and the art of letters. The children will explore different artists, techniques and develop their drawing skills to be strong and powerful.

Look at what are we doing this half term in Year 5!



Year 5 – Autumn 1
2023-2024