

Year 5

Autumn 2nd Half Term

This half term is packed full of interesting learning. We will be learning about the Vikings in History and carrying out lots of fun experiments in Science. In PE we will be continuing to develop our dance skills as well as taking part in handball lessons.

History: The Vikings

KQ: Where the Vikings raiders, traders or something else?

- When and why did the Vikings come to Britain?
- Were the Vikings raiders, traders or something else?
- Where were Viking trading routes, and why was trade important?
- Why do different Viking sagas tell different versions of events?
- How did Viking raids and settlements affect communities in Britain?
- What were the Vikings' achievements, and how did they influence the world?

Science: Properties and Changes

KQ: Why do materials need to fit a purpose?

- How do we compare the properties of different materials?
- Which materials are hard or soft, and how can we test them?
- How can we investigate transparency?
- Which materials conduct electricity or heat effectively?
- How do material properties affect their uses?
- How can we use evidence about material properties to choose the best material for a purpose?

Can you find the meaning of these key vocabulary words?

Raiders, traders, trading routes, sagas, raids, settlement, community, influence, properties, materials, transparent, conductor, materials.

RE: KQ: Why do people have to stand up for what they believe in? • What does freedom look like? • How have beliefs been challenged in the past? • How can light represent standing up for what you believe in? • Should we celebrate Bonfire Night? • What can inspire people to stand up for their beliefs? • How can we stand up for what we believe in?	PHSE: Connecting with Others KQ: Why are healthy relationships important? • How do our identities and experiences shape who we are? • How can our values influence our choices? • What makes a relationship healthy and respectful? • How can we recognise and respond to unhealthy behaviour? • How can we communicate our feelings and boundaries? • How can we build and maintain positive relationships?
Computing: • Arcade Gaming Art: • 3D drawing Music: • The Blues PE • Dance • Handball French • Shopping in France	DT: Electrical Systems • What problem could a designed product solve? • How can electrical or digital components help solve that problem? • How can we research users' needs and develop a design brief? • How can we make a prototype and test it? • How can we evaluate the product and suggest improvements?