

PRIMARY TOPIC PLANNER – Year 5

GEOGRAPHY

To consider the distribution of natural resources including energy, food, minerals and water.

To use atlases and globes, digital/computer mapping to locate countries and areas studied.

Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information by drawing and manipulating simple 3D shapes.

To understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America.

SCIENCE

To partake in planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.

To understand that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution.

To demonstrate that dissolving, mixing and changes of state are reversible changes.

To compare and group together materials on the basis of their properties.

Summer Topic 2022 Trade and Economics

ART

To draw details carefully.
To arrange patterns using different leaves.

To shape and join paper to resemble plants.

To use own drawings as ideas for sculptural work.

To make and finish a 3D model.

RE

ETERNITY

To explain and represent own ideas about eternity.

To compare and contrast Abrahamic, Dharmic and Humanist ideas about death.

FRENCH

To describe places orally and in writing.

To broaden their vocabulary and to develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary.

To present ideas and information orally.

PSHCE

MY EMOTIONS

- recognise, describe and communicate feelings in themselves and others
- use and develop strategies for understanding and responding sensitively to others' emotions as well as their own
- know what it feels and looks like to be assertive and understand some situations where being assertive might be important.

COMPUTING

Select, use and combine a create a range of program evaluating and presenting
To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

MUSIC

To compose music for a range of purposes using the inter-related dimensions of music.

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MATHEMATICS

Maths to include- first half term

Use place value to add near integers including amounts of money
Use mental strategies to add amounts of money with 2 decimal places
Use number facts to add several amounts of money
Use counting up strategies to quickly calculate change
Use place value to subtract near integers including amounts of money
Round 1- and 2-place decimals up and down to the nearest whole number
Solve addition and subtraction two-step problems in contexts
Solve addition and subtraction multi-step problems, deciding which operations and methods to use and why
Convert mixed numbers to improper fractions and vice versa
Multiply fractions by whole numbers
Use the grid method to multiply mixed numbers by integers
Identify patterns, devise and test rules and use them to make predictions
Use short multiplication to multiply 3-digit numbers by 1-digit numbers
Use short multiplication to multiply 4-digit numbers by 1-digit numbers
Use long multiplication to multiply 2-digit and 3-digit numbers by 2-digit numbers (friendly numbers)
Begin to use long multiplication to multiply 2-digit and 3-digit numbers by teens numbers
Match 1-, 2- and 3-place decimals to 1/10s, 1/100s and 1/1000s, using a place value grid
Read, write and order 3-place decimals using a number line
Order and compare 3-place decimal numbers and write a number in between
Divide numbers by 10, 100 and 1000 to get answers with 3 decimal places, using a place value grid
Multiply and divide by 10, 100 and 1000 giving answers up to 3 decimal places
Round 1- and 2-place decimals up and down to the nearest whole number
Round 2-place decimals up or down to the nearest tenth
Solve problems involving numbers with up to 3 decimal places
Solve problems involving addition, subtraction, multiplication and division and a combination of these
Locate negative numbers on a number line and relate to temperature
Find numbers more or less than a given negative number and relate to temperature
Describe positions on a 2-dimensional grid as co-ordinates (1st quadrant)
Plot points and draw sides to complete a polygon on a co-ordinate grid (1st quadrant)
Identify and describe the position of a shape on a co-ordinate grid following a translation
Identify and describe the position of a shape on a co-ordinate grid following a reflection
Describe positions on a full co-ordinate grid
Draw and translate simple shapes; reflect shapes in the axes
Use mathematical reasoning to explain findings, patterns and relationships
Draw and construct 2D shapes with given dimensions and angles
Know and use the properties of a square and rectangle and deduce related facts
Make cuboids, cubes, tetrahedra and pyramids from nets
Identify cubes and cuboids from 2D representations
Identify 3D shapes from 2D representations

ENGLISH – to include

Fiction: Modern fiction

Identify adverbs and conjunctions in writing .
Begin to use cohesive devices within paragraphs in writing a description
Discuss how characters develop over time
Use cohesive devices within a paragraph in writing a description
Discuss and justify opinions about a character's feelings
Describe a character's feelings using required features of cohesion
Develop understanding of characters' feelings and emotions through appropriate questioning
Write dialogue in which characters express their feelings
Revise and then use correct dialogue punctuation.
Use descriptive language effectively in describing feelings and emotions
Write coherently, using cohesive devices such as conjunctions, adverb and pronouns.

Plays and Dialogue

Define what a proverb is and how it is used.
Work out the meaning of some proverbs.
List features of playscripts.
Discuss technical vocabulary used in playscripts.
Discuss words with the /s/ sound spelt as sc.
Investigate the use of adverbs in playscripts (stage directions).
Start to write a playscript that incorporates a proverb.
Define a powerful verb.
Investigate the use of powerful verbs in playscripts (stage directions).
Rehearse and perform a playscript written by another group.
Use stage directions.
Understand how a character is created using description, stage directions and speech.
Use a range of facial expressions.
Understand how dialogue can emphasise a character's personality.
Improvise a dialogue between two given characters.
Recognise the use of speech marks, commas, full stops and capital letters in dialogue.
Find powerful verb alternatives for 'said' in dialogues.

PRIMARY TOPIC PLANNER – Year 5

MATHEMATICS

Maths to include- second half term

Identify factors and multiples, and begin to find common factors
Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes
Pursue a line of enquiry
Recognise the equivalence of simple fractions and decimals
Use equivalence to compare and order fractions that don't have the same denominator but are related
Use equivalence to add and subtract related fractions
Multiply fractions by whole numbers
Use the grid method to multiply mixed numbers by integers
Use short division to divide 3-digit by 1-digit numbers with integer remainders
Use short division to divide 4-digit by 1-digit numbers (harder numbers) with integer remainders
Understand that division can result in integer remainders, mixed numbers (e.g. $34 \frac{1}{4}$), or answers accurate to one or two decimal places
Begin to use long multiplication to multiply 2-digit and 3-digit numbers by teens numbers
Begin to use long multiplication to multiply 4-digit numbers by teens numbers
Solve problems involving addition, subtraction, multiplication and division and a combination of these
Pursue a line of enquiry
Calculate and compare areas of squares and rectangles using standard units
Measure and calculate the perimeter of composite rectilinear shapes in m/cm
Estimate the area of irregular shapes using standard units
Recognise and estimate volume and capacity using ccs and ml
Recognise the % symbol; understand what percentage means (fraction with a denominator of 100)
Relate percentages to fractions and find 10%, 20% and other easy percentages of whole numbers or amounts of money (whole pounds)
Understand equivalence between fractions, percentages and decimals e.g. $13\% = 0.3 = 13/100$
Recognise the equivalence of simple fractions and decimals
Read Roman numerals to 1000 (M) and recognise dates
Find square and cube numbers, and use the notation for squared and cubed
Interpret and present continuous data using line graphs
Solve comparison, sum and difference problems using information presented in line graphs
Use a line graph to compare changes in temperature over time
Solve comparison and difference problems using information presented in line graphs
Complete, read and interpret information in timetables
Compare durations of events to calculate the time taken by particular events or tasks
Solve problems involving multiplication and division including scaling by simple fractions and problems involving simple rates
Use all four operations to solve problems involving measure using decimal notation, including scaling
Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes
Use common factors and multiples to develop multiplication strategies with numbers ≤ 1000

ENGLISH (2nd half term)

Poetry

Paint/draw to express their feelings.
Explore how adverbs and conjunctions create cohesion.
Identify powerful imagery words or phrases in a poem.
Use an evocative phrase in another context.
Write a descriptive passage.
Ask and answer (in role) questions to gain understanding.
Use poetry to describe feelings.
Explore how poets change the order of words/phrases/clauses for effect.
Draft a poem.
Select words for impact.
Review and edit poem.
Read writing aloud to highlight errors or weak writing.
Make changes to grammar, vocabulary and punctuation as necessary.
Present a finished version of their poem.

Non-fiction: Persuasive Writing and Reports

Read a range of persuasive texts.
Discuss features of texts, analysing impact of devices.
Create a shared list of criteria for persuasive texts.
Read advertisements containing modal verbs.
Identify modal verbs in text.
Experiment with changing modal verbs to change the impact of the advertisement. Revise apostrophe use and create a shared list of rules.
Play a game identifying and correcting errors involving apostrophes.
Sort common mistakes into 3 categories.
Define the terms 'fact' and 'opinion'.
Watch TV advertisements and identify fact and opinion, thinking about the balance of both.
Pick out most persuasive sentences and explain why they are persuasive.
Read extracts of famous speeches.
Answer questions which require information retrieval and analysis of persuasive devices.
Watch a video clip of a persuasive speech and discuss techniques of speaker.