

**Year 5 Long Term Plan**

	<b>1<sup>st</sup>. Autumn Sep/Oct</b>	<b>2<sup>nd</sup>. Autumn Nov/Dec</b>	<b>1<sup>st</sup>. Spring Jan/Feb</b>	<b>2<sup>nd</sup>. Spring Mar/Apr</b>	<b>1<sup>st</sup>. Summer Apr/May</b>	<b>2<sup>nd</sup>. Summer June/Jul</b>
<b>English Reading/Writing Genre</b>	<b>Narrative Writing (significant authors)</b>  <b>Narrative Poems</b>	<b>Traditional Stories, Myths and Legends</b>  <b>Instructions</b>	<b>Poetic Style</b>  <b>Recounts</b>	<b>Film Narrative</b>  <b>Persuasive Writing</b>	<b>Choral and Performance</b>  <b>Older literature</b>	<b>Stories from other cultures</b>  <b>Dramatic Conventions</b>
<b>Punctuation/Gramma r</b>	Revision: basic punctuation, fronted adverbials and direct speech. Adverbials of time, place, manner. Cohesion: use words such as: then, after that etc. Ellipses.	Relative pronouns. Relative clauses. Modal verbs. Colons: to introduce a list. Bullet points. Homophones.	Relative clauses using commas, dashes or brackets. Parenthesis. Indirect and direct speech. Future tense.	Concrete nouns. Abstract nouns. Prepositions. Regular verbs: Irregular verbs (past tense and present). Adverbs of possibility.	Antonym: words that have the opposite meaning. Object. Commas to avoid ambiguity and clarify meaning.	Synonyms: using expanded noun phrases. Active sentences. Auxiliary verbs.
<b>Spelling/Phonics</b>	Revisit & Review: Y3&4 Common Exception Words.  Words with endings that sound like: /shuhs/ spelt with -cious  Words with endings that sound like: /shuhs/ spelt with -tious or -ious		Revisit & Review: Y3&4 Common Exception Words.  Creating nouns using -ity suffix Creating nouns using -ness suffix Creating nouns using -ship suffix <b>Homophones &amp; Near Homophones</b> Words with an /or/ sound spelt 'or'		Revisit & Review: Y3&4 Common Exception Words.  Words containing the letter string 'ough' Adverbials of time Adverbials of place Words with an	

	<p>Words with the short vowel sound /i/ spelt with y          Words with the long vowel sound /i/ spelt with y          Homophones &amp; near homophones</p> <p>Words with 'silent' letters          Modal verbs          Words ending in 'ment'          Adverbs of possibility and frequency          Statutory Spelling Challenge Words</p>		<p>Words with /or/ sound spelt 'au'          Convert nouns or adjectives into verbs using the suffix -ate          Convert nouns or adjectives into verbs using the suffix -ise          Convert nouns or adjectives into verbs using the suffix -ify          Convert nouns or adjectives into verbs using the suffix -en</p>		<p>/ear/ sound spelt 'ere'          Statutory Spelling Challenge Words          Unstressed vowels in polysyllabic words          Adding verb prefixes de- and re-          Adding verb prefix over-          Convert nouns or verbs into adjectives using suffix -ful          Convert nouns or verbs into adjectives using suffix -ive          Convert nouns or verbs into adjectives using suffix -al</p>	
Handwriting	Children should have a neat, joined and legible style. They may use for e.g. italics for specific words or phrases or in texts where appropriate.					
Maths.	Read, write, order and compare numbers to place value to 100,000 Count forwards or backwards in powers of 10 from any number up to 100,000	Recognise Roman numerals to 1000 (M). Round numbers to the nearest 10, 100 or 1000. Read, write, order and compare numbers with up	Read, write, order and compare numbers up to 1,000,000 Count forwards or backwards in powers of 10 from any	Recognise Roman numerals to 1000 (M). Multiply numbers up to 4 digits by a 1 or 2 digit number (long x) Divide 3 digit numbers by 1 digit using short division Addition and subtraction:	Add mentally numbers with 2dp e.g. money using rounding Mentally subtract money and give change	Recognise Roman numerals to 1000 (M) and write dates. Identify factors, multiples, factor pairs, common factors and prime factors.

	<p>Mental addition and subtraction strategies  Column addition  Column subtraction  Recognise place value in decimal numbers (0.1 and 0.01)  Add and subtract 0.1 and 0.01 to a number with 1 or 2dp  Multiply and divide by 10, 100 and 1000  Multiply and divide by 4 by doubling and halving  Compare and order fractions with the same denominator  Recognise and use tenths and hundredths and relate them to decimals  Use the inverse calculation to check answers.  Understand the meaning of the equals sign  Identify, name and write equivalent</p>	<p>to 2 decimal places.  Identify factors and multiples  Multiply numbers up to 4 digits by a 1 digit number.  Divide numbers up to 4 digits by a 1 digit number and interpret remainders appropriately  Measure in cm and mm.  Convert lengths (cm, mm, m and km)  Begin to calculate the perimeter and area of composite rectilinear shapes.  Recognise angles (acute, obtuse, reflex)  Recognise that</p>	<p>number up to 1,000,000  Identify Round two decimal place numbers to the nearest tenth and whole number  Complete mental addition and subtraction strategies with decimal numbers to 2dp  Addition and subtraction of whole numbers and decimals including money  Use counting up to subtract where column subtraction is awkward  multiples, factors, prime numbers, square numbers and cube numbers</p>	<p>mental and written methods for large numbers  Use rounding to check answers to calculations and determine the level of accuracy  compare and order fractions including mixed numbers whose denominators are all multiples of the same number  recognise mixed numbers and convert from one form to another  multiply proper fractions by whole numbers  Understand what a polygon is.  Distinguish between regular and irregular polygons  Recognise perpendicular and parallel lines  Recognise angles in polygons  Recognise quadrilaterals as polygons and their properties  Revise metric weight, capacity and length.</p>	<p>Calculate difference using counting on  Solve word problems including 2 step.  Multiply fractions less than 1 by whole numbers  Convert improper fractions to whole numbers  Use short x for 4 digit by 1  Use long x for 2 or 3 digits by 2 digit (teen numbers)  Read, write and compare decimals to 3dp.  Recognise place value of decimals to 3dp.  Read, write, order and compare 3dp numbers</p>	<p>Revise finding equivalent fractions, comparing and ordering fractions with related denominators, adding fractions, converting fractions to missed numbers, subtracting fractions and multiplying fractions by whole numbers.  Use short division to divide 3 and 4 digits by 1 digit  Express remainders as fractions  Use long x to multiply 4 and 4 digits by 2 digit  teen numbers.  Find area and perimeter of squares,</p>
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	<p>fractions (using visual representations) Understand the 24 hour clock, convert times, calculate time intervals and use timetables</p>	<p>Right angle = <math>90^\circ</math>, angles on a straight line = <math>180^\circ</math> and a full turn = <math>360^\circ</math> Draw and measure angles in degrees</p>	<p>Know properties of triangles. Sort triangles. Learn facts about triangles e.g angles = <math>180^\circ</math>. Multiply and divide by 10, 100/1000 Measure and convert mass (g, kg), capacity (ml and l) and length (m and km) Line graphs/ comparative graphs Give approximate conversions of miles to km.</p>	<p>Estimate weight and capacity. Solve problems involving measure using decimal notation and scaling. Understand that we can measure in imperial and relate this to real life.</p>	<p>Understand negative numbers in terms of temperature. Read and mark coordinates in the first 2 quadrants Translate shapes on coordinates grids Reflect shapes on x and y axis Derive related facts from rectangles and find missing lengths and angles Identify 3D shapes from 2D representations Add and subtract 5 digit numbers and check answers using inverse operations.</p>	<p>rectangles and composite shapes. Estimate the area and perimeter of irregular shapes. Find the volume of cubes and estimate volume. Understand what percentages are and relate to hundredths. Know key equivalences between FDP. Solve problems with FDP. Revise cubed numbers of numbers to 10. Timetables and line graphs. Solve problems involving scaling and simple rates.</p>
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<b>Science</b>	<b>Properties and changes to materials</b> (Spencer Silver/Ruth Benerito)		<b>Earth and Space</b>	<b>Forces</b> (Isaac Newton/Ptolemy/Alhazam)	<b>Living things and their habitats</b> • (Jane Goodall/David Attenborough)	<b>Animals including humans</b>
<b>R.E.</b>	Values: What matters most to Humanists?	How do Christians celebrate Christmas around the world?	What are the different ways to worship? What are the differences and similarities between religions?	Keeping the 5 Pillars of Islam: How do Muslim beliefs make a difference to their way of living?	Christian Aid, Islamic relief and non-religious charities – can charity change the world? Why does faith make a difference?	What is a pilgrim? Does a pilgrimage have to be a place of worship?
<b>Computing</b>	<b>E Safety</b>	<b>Spreadsheets</b>	<b>3D Modelling</b>	<b>Algorithms and Programs</b>	<b>Algorithms and Programs</b>	<b>Communicating and Presentation</b>
	<b>Mis-information</b> <b>Dis-information</b> <b>Hoax</b> <b>Geolocation</b> <b>Profile</b>					
	<b>E Safety – revisit and reinforce at the start of each term.</b>					
	<b>Using technology – reinforce across the curriculum.</b>					
<b>Geography</b>		<b>Volcanoes and Earthquakes</b> (physical geography)		<b>Biomes/Vegetation Belts</b> (physical geography)	<b>Coasts/Region in the UK</b> (location knowledge)	
<b>History</b>	<b>Viking and Anglo Saxon struggle for</b>		<b>Non-European society Early</b>			

	<p><b>the Kingdom of England – time of Edward the Confessor</b> Viking raids and invasion</p>		<p><b>Islamic civilization</b> (provides contrast with British history Baghdad c. AD900)</p>			
<b>Art</b>	<p><b>Painting</b> <i>Using hue, tint, tone, shades and mood. Explore the use of texture in colour and colour for purposes.</i> <b>Compare a violent scene by Turner to the milder version by Xavier Della Gatta's 'Eruption of Vesuvius' of 1794.</b></p>		<p><b>Drawing</b> <i>Explore effect of light on objects and people from different directions Interpret the texture of a surface Produce increasingly accurate drawings of people</i> <b>Andy Warhol</b></p>		<p><b>Modroc/Clay 3D</b> <i>Shape, form, model and join.</i> <b>Durdle Door Arch</b></p>	
<b>D. and T.</b>	<p><b>Food</b> How a variety of ingredients are grown, reared , caught and processed <b>Savoury snacks</b></p>		<p><b>Structures</b> <i>Link to Computing and Modelling, The Shell of a Structure (inc CAD, Purple Mash)</i> <b>Fazlur Rahman Khan tubular designs for skyscrapers</b></p>		<p><b>Mechanisms</b> Either Cams and Linkages <b>Habitats link</b></p>	
<b>P.E.</b>	<p><b>Gymnastics</b>  <b>Tag Rugby</b></p>	<p><b>Cross country/Dance</b>  <b>Hockey</b></p>	<p><b>Gymnastics</b>  <b>Orienteering/ Archery</b></p>	<p><b>Dance</b>  <b>Netball</b></p>	<p><b>Athletics</b>  <b>Tennis</b></p>	<p><b>Cricket</b>  <b>Handball</b></p>
<b>PSHE</b>	<b>Relationships</b>		<b>Assessing Risk / Staying Safe</b>		<b>Healthy Body/Healthy Mind</b>	

	<b>Democracy:</b> <i>Election of School Council</i> <b>Mutual Respect</b> <i>Similarities and differences (family, culture, ethnicity, racial./religious diversity, age, sex, gender identity, sexual orientation and disability)</i>		<b>Individual Liberty:</b> <i>choices we make to stay safe and taking risks when at Robinwood/Anderton Centre</i> <b>Rule of Law:</b> <i>link to Viking Rules</i>		<b>Tolerance of Different Faiths and beliefs:</b> <i>Why is Muhammed (pbuh) important to Muslims?</i> <i>How do Muslims express their beliefs through their practices?</i>	
	<b>Money Matters - Borrowing and Saving</b> <b>Value for Money</b> <b>Money in the Wider World/Profit and Loss</b>					
<b>Music</b>	Pitch Pulse Duration Tempo Dynamics Timbre Texture Structure  <b>Black History Month</b>	Pitch Pulse Duration Tempo Dynamics Timbre Texture Structure  <b>Cup Rhythms &amp; Christmas</b>	Pitch Pulse Duration Tempo Dynamics Timbre Texture Structure  <b>1. Sing &amp; Play - Chime bars 2. Arts Award - Recorders</b>	Pitch Pulse Duration Tempo Dynamics Timbre Texture Structure  <b>Arts Award - Recorders</b>	Pitch Pulse Duration Tempo Dynamics Timbre Texture Structure  <b>Arts Award - Recorders</b>	Pitch Pulse Duration Tempo Dynamics Timbre Texture Structure  <b>Composition - Programme music</b>
<b>French</b>	Presenting myself 2022-2023  Phonetics 1-3 2023-2024	Phonetics 1 2022-2023  Vegetables 2023-2024	My class 2022-2023  Presenting Myself 2023-2024	My home 2022-2023  Family (2023-2024)	Phonetics 2 2022-2023  Vikings 2023-2024	Family 2022-2023  Clothes 2023-2024