

Year 5 Term 5
(April 15 to May 24 2024)

RE

This term's RE topic is called 'Life in the Risen Jesus'. The children will be learning about what it means to be a Christian following the Resurrection of Christ at Easter. We will continue to have Collective Worship sessions, focusing on themes taken from the Gospel.

PE, Music, Art and French

PE - Badminton and Rounders.
Music - Ukeleles. **Art** - Creating figurative drawings. **French** on Wednesdays.

How to help at home

- Your child should be reading at least 20 minutes every evening, then please sign their home reading record book. Discuss their books with them and read aloud to them too.
- Encourage your child to practise their spellings (written inside your child's home reading record).
- Maths and English homework is to be completed on EdShed by Tuesday.

Science

Living Things and their Habitat. This term deepens the children's understanding of life cycles, reproduction and animal characteristics. New concepts such as asexual reproduction and metamorphosis are introduced to help the children understand how life cycles are constantly progressing. A blend of science and creativity will capture the children's imagination.

Topic

Polar Exploration - Can a Polar Bear Eat a Penguin? Following on from learning about Shackleton's expedition and Antarctica, we shall turn our attention to the North Pole and the Arctic Circle. Which countries lie in the Circle, who governs the area, which animals live here, and what are the effects of climate change.

Literacy

Sky Song by Abi Elphinstone (fictional). Comprehension skills, grammar and punctuation knowledge and extended writing projects. Year 5 spellings focusing on homophones.

Numeracy

- Properties of shape. Angles, degrees, measurement and 3D shapes.
- Position and direction. Coordinates, translation, reflection and symmetry.
- Decimals. Adding and subtracting, sequences and multiplication.

Computing

Selection in quizzes. We will explore how conditions can be used in programs and then learning how the If... Then... Else structure can be used to select different outcomes depending on whether a condition is true or false. They represent this understanding in algorithms and by constructing programs using the Scratch programming environment. They use their knowledge of writing programs and using selection to control outcomes to design a quiz in response to a given task and implement it as a program.

