

Year 5 & 6
Autumn Term

‘Vikings: Heroes or Villains?’

English

Non Fiction texts: Arguments and Letters

Fiction texts: Fables, Myths and Legends

Whole class text: Viking Boy

Maths

Year 5: Place Value; Addition and Subtraction; Statistics; Multiplication and Division; Perimeter and Area.

Year 6: Place Value; Addition, Subtraction, Multiplication and Division; Fractions; Position and Direction.

Enrichment

Immersion: Jorvik Centre trip

Celebration: Viking re-enactment

Subject	Knowledge	Skill
Science	Incidental opportunities	
Geography	Incidental opportunities	
History - Driver	Britain’s settlement by Anglo Saxons and Scots. The Viking and Anglo Saxon struggle for the Kingdom of England. Local area history	Use a timeline to order events chronologically. Use historical dates and language. Describe changes and developments. Ask complex questions about historical periods. Choose and use historical sources to find out about the past. Identify how changes have affected our world.
Design and Technology	Design and make a product	Develop and research ideas Create a specification for a design. Apply a range of finishing techniques. Use a glue gun with some supervision. Cut materials with precision. Join materials using temporary, fixed or moving joints. Critically identify strengths and areas for development in their ideas and products. Observe, practise, question and select different techniques. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Art	Sculpture	<p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p> <p>Demonstrate a wide variety of ways to make different marks with dry and wet media.</p>
Music	Living on a Prayer	<p>Play and perform in solo and ensemble contexts, using their voices and instruments.</p> <p>Listen with attention to detail and recall sounds with increasing aural memory.</p> <p>Appreciate and understand recorded music drawn from different traditions and from great composers and musicians.</p> <p>Develop an understanding of the history of music.</p>
French	<p>Y5: Unit 7 - On y va</p> <p>Y5: Unit 8 - Pocket money</p> <p>Y6: Unit 10 - Vive Le Sport</p>	<p>Identify and pronounce accurately the names of some countries and towns</p> <p>Sing a song from memory</p> <p>Write key words and phrases</p> <p>Understand and write a short email using structures</p> <p>Count and understand numbers from 21 to 39</p> <p>Understand sums of money</p> <p>Develop skills in communicating in groups.</p> <p>Develop understanding of how sounds are represented in writing</p>
RE/PSHE	Expressions of Faith (Christianity, Buddhism and Hinduism)	<p>Identity and Values</p> <p>Explore how values provide rules for living and may be influenced by religious belief</p> <p>Explore religious rituals that show identity and belonging in different religious traditions</p> <p>Meaning and Purpose</p> <p>Explore how people express their beliefs through personal symbols and artefacts</p> <p>Consider what motivates faith believers to get involved in different causes</p> <p>Belief and Practices</p> <p>Investigate the significance of religious festivals and rituals</p> <p>Explore the diversity and significance of local religious places to faith groups and members of the community</p>
Games and PE	<p>Gymnastics</p> <p>Invasion Games</p>	<p>Perform balances, rolls and jumps</p> <p>Transition between movements</p> <p>Develop complex sequences and perform them</p> <p>Develop agility and co-ordination</p> <p>Develop technique and control in competitive games.</p>

Computing

E-safety and creating documents

Combine software to create a presentation
Use search technologies effectively