

### Science

To describe the changes as humans develop into old age.

### RE

To understand why is Moses important to Jewish people and why Jewish people go to the Synagogue?

### PE

To use attacking and defending in games. We will be learning to pass and dribble in football and apply these skills to games.

### Computing

Using the programme 'Scratch' to design, write and debug to accomplish specific goals. To create a PowerPoint about the Vikings (linked to our history topic).

### Music

Learning to sing 'Living on a prayer'. We will evaluate and compare different rock music and learn about musical notations.

### PSHE

'Being Me in My Own World'. Learn about being a citizen of my country. Understanding my rights and responsibilities and how my actions can affect others.

# Year 5 Autumn 1

### Languages

To consolidate the learning of the Italian language and build upon it by exploring the language at greater depth.

### Art

To explore the artist Antony Gormley and his sculptures. To design and create sculptures based on his work.

### Maths

Number work including place value and formal methods of addition, subtraction, multiplication and division.

### English

To plan, draft and write different types of genres, including writing a non-chronological report linked to the history topic of the Vikings. We will read the book 'Viking Boy'.

### RRSA

Article 1 – Everyone under the age of 18 has all the rights in the Convention.

Article 2 – The Convention applies to every child without discrimination.

Article 6 – Every child has the right to life. Governments must do all they can to ensure that children survive and develop to their full potential.

Article 13 – Every child must be free to express their thoughts and opinions and to access all kinds of information, as long as it is within the law.

### History

'Were the Vikings really vicious?' Learning about the Vikings to extend chronological knowledge beyond 1066. Research the Vikings and debate whether we think they really were 'vicious' or not...