

## Science

### Properties and changes of materials

- Compare and group together everyday materials on the basis of their properties
- know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution
- Use knowledge of solids, liquids and gases to decide how mixtures might be separated
- Give reasons for the particular uses of everyday materials
- Demonstrate that dissolving, mixing and changes of state are reversible changes.
- Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible.

## ICT/Computing

- Coding - Scratch, Kodu, Espresso coding
- Design, write and debug programs that accomplish specific goals - make our own invasion game.
- Research the internet safely.

## Geography

- Describe and understand key aspects of physical geography: rivers and the water cycle.
- Use maps, atlases, globes and digital mapping to locate countries and describe features studied.
- Locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries and major cities.

## English

**Poetry:** Classic/Narrative - Beowulf

**Narrative:**

**Traditional Stories:** Children retell a familiar Viking story. Read and analyse features. Make comparisons between different versions of the same legend. Make comparisons between oral and written narratives. Prepare and present an oral retelling of the legend for an audio or digital video file.

**Diary entries:** Children write diary entry in role as William the Conqueror, Erik the Viking.

**Non-fiction:**

**Recount/News Reports about an invasion:** Analyse newspaper/magazine texts, revise key organisational features and identify language conventions. Use drama to study and record character opinions alongside factual evidence. Plan, draft and write a newspaper article that contains both factual and opinion based content.

**Instructions:** Develop language features in order to write a manual and produce a set of instructions about 'How to become a Viking' or 'How to make an Anglo Saxon mask'.

**Guided readers:**

Beowulf, Viking Boy, Viking at school, How to train your dragon, Norse myths and legends, Viking blood, range of information texts on Anglo Saxons, Scots and Vikings.



## Other Texts/Resources

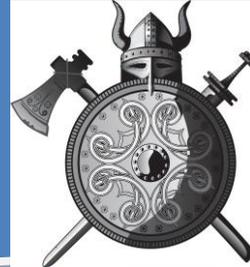
Thor  
How to Train your Dragon  
Beowulf  
Norse Myths and Legends



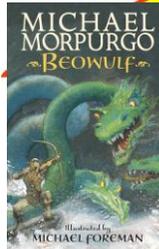
## Year 5 Curriculum Overview

# Invaders

## Anglo Saxons, Scots and Vikings



## Possible trip to Sutton Hoo Or Viking workshop at school



## PE

- Friday



## PSHE

Smart Thinking

**SEAL New Beginnings:**

Belonging, self-awareness, understanding my feelings, understanding the feelings of others, managing my feelings, social skills, making choices, understanding rights and responsibilities.

## History

Vikings and Anglo Saxons in Britain up to 1066 (Viking raids and invasion resistance by Alfred the Great and Athelstan, first king of England further Viking invasions and Danegeld Anglo-Saxon laws and justice Edward the Confessor and his death in 1066 ) Roman withdrawal from Britain in c. AD 410 and the fall of the western Roman Empire Scots invasions from Ireland to north Britain (now Scotland) Anglo-Saxon invasions, settlements and kingdoms: place names and village life Anglo-Saxon art and culture Christian conversion Canterbury, Iona and Lindisfarne).

## Religious Education:

- Hinduism
- Humanism

## Music

- ABBA
- To understand the main features of Rock music.
- To learn a song in a Rock style, and perform it with instrumental accompaniment
- To learn about a prominent British composer.

## DT/Art

- Evaluate existing products and improve own products. (Review Viking and Saxon shields - design and make their own, make Viking longboats).
- Use sketchbooks to collect record and evaluate ideas.
- Improve skills in drawing, painting and sculpture, using various materials.(Clay beads- Anglo Saxon jewellery)

## Maths

### Autumn 1

- Place value to 1,000,000
- Mental addition and subtraction
- Factors of numbers and prime numbers
- Using multiplication and division facts
- Angles
- Length, perimeter and area

### Autumn 2

- Written methods of multiplication
- Divide four-digit numbers
- Fractions and decimals, tenths and hundredths
- Decimals, tenths, hundredths, thousandths
- 2D and 3D shapes
- Tables and bar charts