

## Mathematics:

### Decimals

- Add and subtract decimals with different numbers of decimal places
- Find patterns in decimal sequences
- Multiply and divide decimals by 10, 100 and 1000

### Negative Numbers

- Count into negative numbers
- Compare and order negative numbers

### Converting units

- Convert different units of measure E.g. grams into Kilograms
- Convert units of time

### Volume

- Calculate volume
- Compare volumes

## English

### The Highwayman (Alfred Noyes)

#### Theme: Love, Death and Sacrifice

- Writing in role
- Setting description
- Letter writing

## Computing: Programming music

- Tinkering with scratch's musical elements.
- Scratch soundtrack
- Planning a soundtrack
- Programming a soundtrack
- Evaluating a soundtrack.

**Year 5**  
**2024-2025**  
**Summer 2**



## Science: Animals, Including Humans

- Identify the key stages of a mammal's life.
- Explore the gestation period of mammals.
- Learn about foetal development.
- Investigate the hand span of different aged children.
- Explain the changes humans may experience during old age.

## PSHE: Economic Wellbeing

- Why prioritise needs over wants.
- What is a weekly budget.
- What is borrowing and loaning.
- What are the risks of handling money online.
- What makes a suitable career.

## History: How did the Maya civilisation compare the Anglo-Saxons

- Who were the Maya and where did they live?
- How did the Maya settle in the rainforest?
- What similarities and differences existed between the Anglo-Saxon and Maya homes?
- What did the Maya believe?
- What do Archaeological remains tell us about Maya cities?
- The decline of the Maya: Man-made or natural?

## MFL: School Life

- Present information about their schools
- Be able to answer questions about each subject in French

## Music: Freedom to improvise

- Appraise songs from the past.
- Be able to compose their own melody

## PE

Dance

## RE: What would Jesus do?

- Explore different situations and ask what would Jesus do.
- Explore the meaning behind 'The Wise and Foolish Builders'