

Spring 1: Learning in Year 5



English We will be reading the novel 'C Frank Cottrell-Boyce and will be inspiration to design our own th leaflet. We shall be focusing on texts, in particular History and Geography The focus this half term will be	using this as neme park	Help your child learn the multiplication by heart. Different multiplication table		plication facts n tables will be the term heir own laces ad for pleasure. ice of book ome, first on a	e.g. (resist Isaac Marg We v (leve	Science ience, we will be learning about forces gravity, friction, water resistance and air ance. Our Scientists this half term are: c Newton, Galileo Galilei and Helen golis. vill also be learning about mechanisms ers, pulleys and gears) and designing a le model using them!	
Europe and in particular the country of Spain. We shall be studying the climate, land use and physical features around the area of Costa Blanca	<u>Maths</u> Maths will see us start with Roman numerals and negative numbers. We will move onto the four operations Then, we will learn about measures, reflection, translation and angles.				Computing This half term we will become game creators!		
<u>Art and DT</u> We will be taking part in the bre making project. This will includ bread making and bread tasting we will be finding out about th	ead Tu de 91 g and W	and gymnastics lesson on a Wednesday.			<u>PSHE</u> Online safety will be the focus for PSHE lessons this term. We shall be looking at ways to stay safe online and the use of social media platforms.		
bread making process. <u>Music</u> We shall be listening and appraising songs by Adele	We w name vege and h	<u>German</u> vill be learning the e of some fruit and tables in German now to ask for and say where	how th We ar	r first unit, we ne diocese co e hoping to vi end of this ho	will be ontinue isit the	<u>R.E</u> and <u>Memorial Sacrifice</u> learning more about Jesus' mission and es the mission as part of the community. Cathedral as part of this unit! h, we will begin to learn about the	

we live.