### Maths

- Numbers to 100.000
- Place value
- Rounding numbers
- 4 rules of maths
- · Solving word problems
- Reading graphs
- Fractions

### Geography

### Fair Trade – Bean to Bar

- Tropical climates and what grows in them.
- Fair trade
- Fair trade products
- Climate and farming
- Imports and exports
- Our Carbon Footprint

### RE

### Hinduism

Introduction to Hinduism

### Music

- Composition: African Music
- Singing call and response songs and exploring harmony
- Baroque Music: Bach and Handel
- Hymns for the Harvest Festival and Carol Service

### Science

- · Earth and space
- Forces

### <u>ICT</u>

- Online safety
- Scratch developing games

### **PE/Games**

- Netball
- Football
- Cross Country



Woodlands Year 5
Autumn Topic Web

Learning Habits main focus: Good Judgement

## **History: Ancient Civilisation**

• Discovery of Mayan culture

### **English**

- Spelling rules- reinforcing high and medium frequency words
- Grammar modality/punctuating speech/subordinate and embedded clauses/conjunctions
- Writing reports
- Predicting
- Recounts
- Comprehension: inferential and predictive questions
- Scanning, skimming, revision of punctuation
- Reading Daily 1:1 with an adult
- Vocabulary weekly

## <u>Art</u>

## **Objects and Meanings**

Children select, arrange and present objects in a still-life painting. They
investigate the work of artists who have used the theme of still life in a variety
of ways to convey ideas and feelings. They develop skills of observation and
recording, and knowledge and understanding of colour, tone and
composition.

## <u>MFL</u>

- Getting to Know You
- All about Ourselves

## **PSHE**

# **Aiming High**

These sessions will focus on achievements, aspirations and opportunities.
 Children will start by discussing achievements they have accomplished so far and the type of attitude that helps us succeed. They will also learn about their own personal preferred learning styles, to understand how they learn best.

#### STEM

- · Super seasonal cooking
- · Global food