CAYTON MEDIUM TERM CURRICULUM PLAN SCHOOL YEAR 5 – SUMMER 1



Learn from yesterday, seek today and aim for tomorrow

September 2024

History Driver: Vikings

Key Enquiry: Why did the Vikings win most battles against the Anglo-Saxons?

History Driver

What I need the children to learn	Possible learning experiences
CHRONOLOGY	
(Stone age to 1066) To include: Stone age to Iron age Romans Anglo-Saxons Vikinge	
Vikings Can I place events, people and changes of British, local and world history on a timeline using appropriate dates, chronological conventions and time periods? e.g. Ancient Rome (753 BCE - 476 CE). Can I plot on a timeline the Viking age, including where they originated from, and compare this with other significant eras/ages in our history and the history of the world? (British Values link) Do I know how Britain changed between the end of the Roman occupation and 1066? Can I explore and compare how the Vikings came to power, ruled and influenced? Can I understand how the Vikings lived compared with the Anglo-Saxons? Can I learn about the roles of the men, women and children both in daily life and in hierarchical society? How did these gender roles change in times of warfare and what can we learn if we compare this to present times? Do I know who a Hersir was and why they were important?	Plot on a timeline using correct terminology Yorkshire Murton Park 'Viking for the day' visit – covers Viking life, mock battle with Anglo-Saxons and more Writing, debates, role-play, photographs, artefacts Hersir study Lindisfarne
Do I understand the significance of Lindisfarne?	
Can I understand how the Vikings' system of ruling changed during the time of Edward the Confessor?	
Key Skills Compare gender roles of the Vikings and Anglo-Saxons in home life and in terms of warfare and compare with the present. Compare the gender roles in times of Viking warfare with those of the Spartan men and women in Ancient Greece. Investigate how the Viking and Anglo-Saxon systems of ruling changed during the time of Edward the Confessor.	

Key Vocabulary Thatched, runes, raid, pillage, aristocracy, monk, legion, Pagan	
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Science

	Possible learning e	xperiences
Properties of materials		
Properties of materials		
 National Curriculum Objectives Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets Compare and group together everyday materials based on evidence from comparative and fair tests, including their conductivity of heat Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic 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, including through filtering, sieving and evaporating Scientific Enquiry Planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary Taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate Recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs Reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and a degree of trust in results, in oral and written forms such as displays and other presentations Using test results to make predictions to set up further comparative and fair tests 	 Explore thermal insulators Explore the har Discover materi Investigate the Explore how mi 	erties of materials l conductors and thermal dness of materials ials that become soluble in water solubility of materials xtures could be separated by g, evaporating or magnets magnetic transparent thermal molecules insulator force steel dissolve insoluble solvent solution saturation mixture sieving

Computing

What I need the children to learn	Possible learning experiences
Creating media – Introduction to vector	
graphics	

National Curriculum Objectives Dunile should	Disease use the learning chiestings from
National Curriculum Objectives - Pupils should	Please use the learning objectives from
be taught to:	the Teach Computing website which
Computing Solact use and combine a variaty of software	may vary slightly from the above (this
Select, use, and combine a variety of software (including interrect combines) on a supersolution	ensures that we always have the up to
(including internet services) on a range of digital	date learning outcomes).
devices to design and create a range of programs,	
systems, and content that accomplish given goals,	In this unit, learners start to create vector drawings. They learn how to use different drawing tools to help them create
including collecting, analysing, evaluating, and	images. Learners recognise that images in vector drawings
presenting data and information.	are created using shapes and lines, and each individual
	element in the drawing is called an object. Learners layer
	their objects and begin grouping and duplicating them to
	support the creation of more complex pieces of work.
To identify that drawing tools can be used to produce	vector, drawing tools, object, toolbar, vector
different outcomes	drawing, move, resize, colour, rotate,
 I can recognise that vector drawings are made using shapes 	duplicate/copy, zoom, select, align, modify,
 using shapes I can experiment with the shape and line tools 	
 I can discuss how vector drawings are different 	layers, order, copy, paste, group, ungroup,
from paper-based drawings	reuse, reflection
To create a vector drawing by combining shapes	
 I can identify the shapes used to make a vector 	
drawing	
 I can explain that each element added to a vector 	
 drawing is an object I can move, resize, and rotate objects I have 	
duplicated	
To use tools to achieve a desired effect	
 I can use the zoom tool to help me add detail to 	
my drawings	
 I can explain how alignment grids and resize 	
 handles can be used to improve consistency I can modify objects to create a new image 	
To recognise that vector drawings consist of layers	
 I can identify that each added object creates a 	
new layer in the drawing	
 I can change the order of layers in a vector 	
drawing	
I can use layering to create an image	
To group objects to make them easier to work with	
 I can copy part of a drawing by duplicating several objects 	
 I can recognise when I need to group and 	
ungroup objects	
 I can reuse a group of objects to further develop 	
my vector drawing	
To apply what I have learned about vector drawings	
 I can create a vector drawing for a specific 	
purpose	
 I can reflect on the skills I have used and why I 	
have used them	
I can compare vector drawings to freehand paint	
drawings	

Music

Charanga Music Scheme - https://charanga.com/site/

What I need the children to learn	Possible learning experiences
Unit 5 – Freedom to Improvise	
Listening and Appraise Music (Musicianship)	
Appreciate and understand a wide range of	
high-quality live and recorded music drawn	
from different traditions and from great	
composers and musicians	

Do	velop an understanding of the history of	
mu mu		
•	Identify 2/4, 3/4, 6/8 and 5/4 metre.	
•	Identify the musical style of a song or piece of music. Identify instruments by ear and through a range of media.	
Sin	ging and Voice	
•	Play and perform in solo and ensemble	
	contexts using their voices with increasing	
	accuracy, fluency, control and expression	
•	Sing a second part in a song. Sing expressively, with attention to breathing and phrasing.	Video with QR qrcode monkey website
•	Notation	
•	Use and understand staff and other musical	
	notations Read and respond to minims, crotchets, guavers,	
•	dotted quavers and semiquavers.	
•	Recognise how notes are grouped when notated.	
•	Playing Instruments	
•	Play and perform in solo and ensemble	
	contexts and playing musical instruments	
	with increasing accuracy, fluency, control	
	and expression	
•	Rehearse and learn to play one of four differentiated instrumental parts by ear or from notation, in the tonal centres of C major, F major, G major, Eb major, C minor and D minor.	Glockenspiels and bars as a whole class
•	Improvising	
•	Improvise and compose music for a range	
	of purposes using the inter-related	
	dimensions of music	
•	Explore improvisation within a major scale, using the notes: C, D, Eb, F, G C, D, E, F, G C, D, E, G, A F, G, A, Bb, C D, E, F, G, A	
•	Composing	
•	Improvise and compose music for a range	
	of purposes using the inter-related	
	dimensions of music	
•	Use full scales in different keys.	Use Charanga with pupil logins to
•	Understand how chord triads are formed and play them on tuned percussion, melodic instruments or keyboards. Perform simple, chordal accompaniments.	experiment with the notation maker.
•	Eb, F Eb, F, G Eb, F, G, Bb Eb, F, G, Bb, C Start and end on the note Eb (Eb major)	
٠	Performing	
	ten with attention to detail and recall sounds h increasing aural memory	
Plo	y and perform in solo and ensemble contexts	
	ng their voices with increasing accuracy,	
	ency, control and expression	
Jiu		

	A student loads part of the reheard and part of the	Deviewance to nevents to colobusts with
•	A student leads part of the rehearsal and part of the performance.	Performance to parents to celebrate unit.
	penonnance.	Videos to send out on Class Dojo.
•	Record the performance and compare it to a previous	
	performance; explain how well the performance	
	communicated the mood of each piece.	
	כטרוווזעוווכמובע נווב וווטטע טו במטון טובנב.	
•	Vocabulary	
•	Rock	
•	Bridge	
•	Backbeat	
•	Amplifier	
•	Chorus	
:	Bridge Riff	
:	Riff Hook	
	Improvise	
•	Compose	
•	Appraising	
•	Bossa Nova	
•	Syncopation	
•	Structure	
•	Swing	
:	Tune/head Note values	
:	Note names	
	Big bands	
•	Pulse	
•	Rhythm	
•	Solo	
•	Ballad	
•	Verse	
:	Interlude	
:	Tag ending Strings	
	Piano	
•	Guitar	
•	Bass	
•	Drums	
•	Melody	
•	Cover	
:	Old-school Hip Hop	
:	Rap Synthesizer	
•	Deck	
•	Backing loops	
•	Funk	
•	Scratching	
•	Unison	
•	Pitch	
:	Tempo Dynamics	
	Timbre	
	Texture	
	Soul	
	Groove	
	Bass line	
	Brass section	
•	Harmony,	

Design Technology

Design recimology	
What I need the children to learn	Possible learning experiences
Designing	
use research and develop design criteria to	
inform the design of innovative, functional,	
appealing products that are fit for purpose,	
aimed at particular individuals or groups	
generate, develop, model and communicate	
their ideas through discussion, annotated	
sketches, cross-sectional and exploded	
diagrams, prototypes, pattern pieces and	
computer-aided design	
• use ideas from other people when designing	Split class and ask half to create either a Viking
produce a plan and explain it	longboat or an Anglo-Saxon ship

persevere and adapt work when original	
ideas do not work	
communicate ideas in a range of ways, including by electrope and drawings which	
including by sketches and drawings which are annotated	
Making	
select from and use a wider range of tools and	Create ships needed using appropriate tools
equipment to perform practical tasks [for	
example, cutting, shaping, joining and finishing],	
accurately	
select from and use a wide range of materials	
and components, including construction	
materials, textiles and ingredients, according to	
their functional properties and aesthetic qualities	
know which tools to use for a particular task	
and show knowledge of handling the tool	
know which material is likely to give the best autome	
outcome	
measure accurately Evaluating	
investigate and analyse a range of existing	Mini battle scene to recreate Vikings vs Saxons
products	What would they do differently next time?
evaluate their ideas and products against their	
own design criteria and consider the views of	
others to improve their work	
understand how key events and individuals in	
design and technology have helped shape the	
world	
evaluate and suggest improvements for	
 design evaluate products for both their purpose and 	
evaluate products for both their purpose and appearance	
 explain how the original design has been 	
improved	
 present a product in an interesting way 	
Technical Knowledge	
apply their understanding of how to strengthen,	
stiffen and reinforce more complex structures	
understand and use mechanical systems in their	
products [for example, gears, pulleys, cams,	
levers and linkages]	
understand and use electrical systems in their	
products [for example, series circuits	
incorporating switches, bulbs, buzzers and motors]	
apply their understanding of computing to	
program, monitor and control their products.	
 links scientific knowledge by using lights, 	
switches or buzzers	
use electrical systems to enhance the	
quality of the product	
use IT, where appropriate, to add to the	
quality of the product	

Physical Education – Follow Real P.E. and supplement with NC P.E. experiences

What I need the children to learn	Possible learning experiences
Athletics	
use running, jumping, throwing and catching in	
isolation and in combination	
 controlled when taking off and landing 	
 throw with increasing accuracy 	
 combine running and jumping 	
Competitive Games	
play competitive games, modified where	
appropriate [for example, badminton, basketball,	
cricket, football, hockey, netball, rounders and	
tennis], and apply basic principles suitable for	
attacking and defending	
 gain possession by working a team and 	
pass in different ways	
choose a specific tactic for defending and	
attacking	
• use a number of techniques to pass, dribble	
and shoot	
Gymnastics	
develop flexibility, strength, technique, control	
and balance [for example, through athletics and	
gymnastics]	
make complex extended sequences	
combine action, balance and shape	
perform consistently to different audiences	
Dance	
perform dances using a range of movement	
patterns	
 compose own dances in a creative way 	
perform dance to an accompaniment	
 dance shows clarity, fluency, accuracy and consistency. 	
Consistency	
Outdoor and Adventurous Activity	
take part in outdoor and adventurous activity	
 challenges both individually and within a team follow a map into an unknown location 	Ariantopring proce country chotopla
 Ionow a map into an unknown location use clues and a compass to navigate a 	Orienteering, cross-country, obstacle
	courses, building stamina Links to Real PE 5
routechange route to overcome a problem	
 use new information to change route 	
Evaluate	
compare their performances with previous ones	
and demonstrate improvement to achieve their	
personal best	
 pick up on something a partner does well 	
and also on something that can be	
improved	
 know why own performance was better or 	
not as good as their last	
Real P.E.	
Unit 5 Health and Fitness	Unit 5 Applying Physical
I can self select and perform appropriate	I can describe the basic fitness components and explain
warm up and cool down activities. I ca	how often and how long I should exercise to be healthy. I can record and monitor how hard I am working.
•	our room and monitor now hard r and working.

identify possible dangers when planning an activity.	I can ach I can lano I can lano Static Ba I can bala I can bala movemen	ieve good d with bala d softy and ance with r ance with r ance and r nts.	take off an ince and co d quietly.	d height. Introl. obble (con smooth, cor	ntrolled	
Nigel Carson Sessions	Age Group	Block 2	Block 3	Block 4	Block 5	Block 6
Nigel Carson Sessions	Age Group Monday Year 1	Block 2 Ball Skills Hands	Block 3 SAQ	Block 4 Net and Wall Games	Block 5 Striking and Fielding Games	
Nigel Carson Sessions	-	-				Athletics
Nigel Carson Sessions	Monday Year 1	Ball Skills Hands	SAQ	Net and Wall Games	Striking and Fielding Games	Athletics
Nigel Carson Sessions	Monday Year 1 Monday Year 2	Ball Skills Hands Ball Skills Hands	SAQ SAQ	Net and Wall Games	Striking and Fielding Games Striking and Fielding Games	Athletics Athletics Athletics
Nigel Carson Sessions	Monday Year 1 Monday Year 2 Tuesday Year 3	Ball Skills Hands Ball Skills Hands Banchball	SAQ SAQ SAQ and Dodgeball	Net and Wall Games Net and Wall Games Tennis	Striking and Fielding Games Striking and Fielding Games Cricket	Athletics Athletics

PSHE

What I need the children to learn	Possible learning experiences	
Relationships	Resource links from: Jigsaw	
Knowledge	Children learn about the importance of self-	
 Know that a personality is made up of 	esteem and ways this can be boosted. This	
many different characteristics, qualities and	is important in an online context as well as	
attributes	off-line, as mental health can be damaged	
 Know that belonging to an online 	by excessive comparison with others. This	
community	leads onto a series of lessons that allow the	
can have positive and negative	children to investigate and reflect upon a	
consequences	variety of positive and negative online/	
 Know that there are rights and 	social media contexts including gaming and	
responsibilities in an online community or	social networking. They learn about age -	
social network	limits and also age-appropriateness. Within	
Know that there are rights and	these lessons, children are taught the	
responsibilities when playing a game online	SMARRT internet safety rules and they	
• Know that too much screen time isn't	apply these in different situations. Risk,	
healthy	pressure and influences are revisited with a	
 Know how to stay safe when using 	focus on the physical and emotional aspects	
technology to communicate with friends.	of identifying when something online or in social media feels	
Social and Emotional Skills	uncomfortable or unsafe. Children are	
 Can suggest strategies for building of 	taught about grooming and how people	
themselves and others	online can pretend to be whoever they want.	
 Can identify when an online community / 	Rights, responsibilities and respect are	
social media group feels risky,	revisited with an angle on technology use.	
uncomfortable, or unsafe	Screen time is also discussed and children	
 Can suggest strategies for staying safe 	find ways to reduce their own screen time.	
online/ social media	This Puzzle aims to help children to be	
 Can say how to report unsafe online / 	more discerning when viewing anything	
social network activity	online or on social media.	
• Can identify when an online game is safe	On a this limb halows	
or unsafe	See the link below	

 Can suggest ways to monitor and reduce 	Key vocabulary:	
screen time	Personal attributes, Qualities,	
 Can suggest strategies for managing 	Characteristics, Self-esteem, Unique,	
unhelpful pressures online or in social	Comparison, Negative self-talk, Social	
networks	media, Online, Community, Positive,	
	Negative, Safe, Unsafe, Rights, Social	
Please use the learning objectives from	network, Violence, Grooming, Troll,	
the Jigsaw website which may vary	Gambling, Betting, Trustworthy,	
slightly from the above (this ensures	Appropriate, Screen time, Physical health,	
that we always have the up to date	Mental health, Off-line, Social, Peer	
learning outcomes).	pressure, Influences, Personal information,	
	Passwords, Privacy, Settings, Profile,	
	SMARRT rules.	

https://jigsawlivestcmsuk.blob.core.windows.net/umbraco-media/s1slj10y/06-ages-9-10-jigsaw-skills-and-knowledge-progression-for-parents.pdf

Religious Education:

For this unit there is 10-12 hours of classroom ideas on RE Today. Please use you log in details to access this. There is planning and Idea on how to make the LC challenges more pupil friendly. Such Can I

Remember this unit of work runs over both summer 1 and 2 so please be aware of this when planning you lessons.

What I need the children to learn	Possible learning experiences	
U2:6		
 U2:6 What does it mean to be a Muslim in Britain today? Emerging: Describe the Five Pillars of Islam and give examples of how these affect the everyday lives of Muslims (A1). Identify three reasons why the Holy Qur'an is important to Muslims, and how it makes a difference to how they live (B1). Expected: Make connections between Muslim practice of the Five Pillars and their beliefs about God and the Prophet Muhammad (A2). Describe and reflect on the significance of the Holy Qur'an to Muslims (B1). 	 Explore the practice, meaning and significance of the Five Pillars of Islam as an expression of ibadah (worship and belief in action). Shahadah (belief in one God and his Prophet); salat (daily prayer); sawm (fasting); zakat (alms giving); hajj (pilgrimage). How do these affect the lives of Muslims, moment by moment, daily, annually, in a lifetime? Think about and discuss the value and challenge for Muslims of following the Five Pillars, and how they might make a difference to individual Muslims and to the Muslim community (Ummah). Investigate how they are practised by Muslims in Britain today. Consider what beliefs, practices and values are significant in pupils' lives. Consider the importance of the Holy 	
of the Holy Qur'an to Muslims (B1).		
	Surah 1, Al-Fatihah (The Opening);	

٠	Make connections between the key
	functions of the mosque and the beliefs
	of Muslims (A1).

Exceeding:

- Comment thoughtfully on the value and purpose of religious practices and rituals in a Muslim's daily life (B1).
- Answer the title key question from different perspectives, including their own (C1).

Surah 17, the Prophet's Night Journey. Find out about people who memorise the Qur'an and why (hafiz, hafiza).

- Find out about the difference between the authority of the Qur'an and other forms of guidance for Muslims: Sunnah (practices, customs and traditions of the Prophet Muhammad); Hadith (sayings and actions of the Prophet Muhammad).
- Reflect on what forms of guidance pupils turn to when they need guidance or advice, and examine ways in which these are different from the Qur'an for Muslims.
- Investigate the design and purpose of a mosque/masjid and explain how and why the architecture and activities, such as preparing for prayer, reflect Muslim beliefs.

Foreign Languages

What I need the children to learn	Possible learning experiences
Listening	Language Angels
Listen attentively to spoken language and show understanding by joining in and responding Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words Appreciate stories, songs, poems and rhymes in the language • Listen more attentively and for longer. Understand more of what we hear even when some of the	Summer 1 - Olympics Teaching Type: Intermediate Unit Objective: To be able to describe an Olympian by their sporting title and say what particular sport they play using the verb faire. By the end of this unit we will be able to: • Understand the key facts of the ancient and modern
language may be unfamiliar by using the decoding skills we have developed.	Olympics recounted in French. • Learn 10 nouns and articles for common Olympic sports. • Explore the full present tense conjugation of the high
Speaking	frequency verb FAIRE.
Engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help Speak in sentences, using familiar vocabulary, phrases and basic language structures Present ideas and information orally to a range of audiences Describe people, places, things and actions orally and in writing	• Look at the adjectival changes involved when you describe a male Olympian or female Olympian.
 Communicate on a wider range of topics and themes. Remember and recall a range of vocabulary with increased knowledge, confidence and spontaneity. 	
Reading/ Writing	
Develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases	

Read carefully and show understanding of words, phrases and simple writing Broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary Write phrases from memory, and adapt these to create new sentences, to express ideas clearly Describe people, places, things and actions in writing	
 Understand longer passages in French and start to decode meaning of unknown words using cognates and context. Increase our knowledge of phonemes and letter strings using knowledge learnt. Write a paragraph using familiar language incorporating connectives/ conjunctions, a negative response and adjectival agreement where required. Learn to manipulate the language and be able to substitute alternatives (My name, my age, where I live, a pet I have, a pet I don't have and my pet's name). 	
Grammar	
Understand basic grammar appropriate to the language being studied, including (where relevant): feminine, masculine and neuter forms and the conjugation of high-frequency verbs; key features and patterns of the language; how to apply these, for instance, to build sentences; and how these differ from or are similar to English.	
 Revision of gender and nouns and learn to use and recognise the terminology of articles (define, indefinite and partitive). Understand better the rules of adjectival agreement and possessive adjectives. Start to explore full verb conjunction (I wear/ he/she wears) and also be able to describe clothes in terms of colour (my blue coat). 	

Cayton Creation

Rainforest in a shoebox

Cayton Conclusion

Artwork - Henri Rousseau inspired.

English

What I need the children to learn	Possible learning experiences	

Cayton Creation Design my own Viking shield

Cayton Conclusion

Battle as Anglo Saxons Vs Vikings

English

What I need the children to learn	Possible learning experiences
Whole Class Reading	
Pupils should be encouraged to work out any unfamiliar word. They should focus on all the letters in a word so that they do not, for example, read 'invitation' for 'imitation' simply because they might be more familiar with the first word. Accurate reading of individual words, which might be key to the meaning of a sentence or paragraph, improves comprehension. When teachers are reading with or to pupils, attention should be paid to new vocabulary – both a word's meaning(s) and	Viking Poetry Beowulf (WCR) Narrative writing on Viking gods Lindisfarne newspaper
its correct pronunciation.	
 Can I read most words fluently and attempt to decode any unfamiliar words with increasing speed and skill, recognising their meaning through contextual cues? Can I apply my growing knowledge of root words, prefixes and suffixes/ word endings, including-sion, -tion, -cial, -tial, -ant/- ance/-ancy, -ent/- ence/-ency, -able/-ably and -ible/ibly, to read aloud fluently.*? Can I read most Y5/ Y6 exception words, discussing the unusual correspondences between spelling and sound and where these occur in the word? At this stage, teaching comprehension skills should be taking 	
 At this stage, teaching comprehension skills should be taking precedence over teaching word reading and fluency specifically. Any focus on word reading should support the development of vocabulary. 	
 Can I prove that the book makes sense and discuss my understanding and meaning of words in context? 	
 Can I read a wide range of genres, identifying the characteristics of text types (such as the use of the first person in writing diaries and autobiographies) and differences between text types? 	

•	Can I participate in discussions about books that are read to me and those I can read for myself, building on my own and others' ideas and challenging views courteously?	
•	Can I identify main ideas drawn from more than one paragraph and to summarise these?	
•	Can I recommend texts to peers based on personal choice? Can I discuss vocabulary used by the author to create effect including figurative language?	
•	Can I evaluate the use of authors' language and explain how it has created an impact on the reader? Can I draw inferences from characters' feelings, thoughts and motives?	
•	Can I make predictions based on details stated and implied, justifying them in detail with evidence from the text?	
•	Can I continually show an awareness of audience when reading out loud using intonation, tone, volume and action?	
•	Can I use knowledge of texts and organisation devices to retrieve, record and discuss information from fiction and	
	non-fiction texts?	
	Text and Composition	
Pu	oils should understand, through being shown,	
the	skills and processes essential for writing:	
	it is, thinking aloud to generate ideas,	
	ifting, and re-reading to check that the	
	aning is clear.	
•	Can I plan my writing by identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own?	
•	Can I consider, when planning narratives, how authors have developed characters and settings in what I have read, listened to or seen performed?	
•	Can I proofread work to précis longer passages by removing unnecessary repetition or irrelevant details?	
•	Can I consistently link ideas across paragraphs?	
•	Can Iproof-read my work to assess the effectiveness of my own and others' writing and to make necessary corrections and improvements?	
•	Can I consistently produce sustained and accurate writing from different narrative and non-fiction genres with appropriate structure, organisation and layout devices for a range of audiences and purposes?	
•	Can I describe settings, characters and atmosphere with carefully- chosen vocabulary to enhance mood, clarify meaning and create pace?	
•	Can I regularly use dialogue to conveyacharacterand to advance the action?	
•	Can I perform my own compositions confidently using appropriate intonation, volume and movement so that meaning is clear?	
	Grammar	
Pu	oils should continue to add to their	
	wledge of linguistic terms, including those	
	describe grammar, so that they can discuss	
	ir writing and reading.	
ine		
•	Can luse a range of adverbs and modal verbs to indicate degrees of possibility, e.g. surely, perhaps, should, might, etc?	
•	Can I ensure the consistent and correct use of tense throughout all pieces of writing?	
•	Can I use a wide range of linking words/phrases between sentences and paragraphs to build cohesion, includingtime adverbials (e.g. later), place adverbials (e.g. nearby) and number (e.g. secondly)?	

Can Luse relative clauses beginning with a relative pressure	
Can I use relative clauses beginning with a relative pronoun with confidence (who, which, where, when, whose, that and omitted relative pronouns), e.g. Professor Scriffle, who was a famous inventor, had made a new discovery?	
Can I use commas consistently to clarify meaning or to avoid ambiguity?	
Can I use brackets, dashes or commas to indicate parenthesis?	
Can I recognise and use the terms modal verb, relative pronoun, relative clause, parenthesis, bracket, dash, cohesion and ambiguity?	
Spellings and handwriting	
achers should continue to emphasis to pupils the	
ationships between sounds and letters, even when	
relationships are unusual. Once root words are	
rnt in this way, longer words can be spelt	
rectly if the rules and guidance for adding	
prefixes and suffixes are also known. Many of the	
rds in the list above can be used for practice in	
ding suffixes.	
derstanding the history of words and	
ationships between them can also help with	
elling.	
Con Long II words with and ingesthet sound like / shuhe / and twith	
Can I spell words with endings that sound like / shuhs/spelt with -cious (e.g. vicious, precious, conscious, delicious, malicious,	
-cious (e.g. vicious, precious, conscious, delicious, malicious, suspicious)?	
-cious (e.g. vicious, precious, conscious, delicious, malicious,	
-cious (e.g. vicious, precious, conscious, delicious, malicious, suspicious)? Can I spell words with endings that sound like / shuhs/spelt with	
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Mathematics

What I need the children to learn	Possible learning experiences	

Vikings: KS2 Knowledge Mat

Subject Specific Vocabulary

	_		
archaeologist	People who discover our history by looking at artefacts that have been found.		
raids	A sudden armed attack with the aim of causing damage rather than occupying any of the enemy's land.		
vicious	To be intentionally harmful or nasty. Vikings warriors were known to be vicious.		
longhouse	A large hall-like building where many Viking families would live together.	Sticky Know	
berserkers	Warriors that went to war wearing wolf or bear skins. They were out of	the	
	control and charged fearlessly. The word 'berserk' came from it.	Not all Vikings we peace and become peace	
longship	The narrow boat used by Vikings to raid along coasts.	The lands that the known as Danelar	
Odin	One of the most famous Viking Gods known for wisdom.	No Vikings wore h	
Scandinavia	The name given to a collection of countries: Denmark, Norway and Sweden.	Vikings spoke Norsalphabet made u	
Danelaw	The name given to lands in Britain occupied by the Vikings.	Longships were de deep and shallow get close to the sh get inland.	
misconception	This means mis-understanding. In Viking terms there were many		
londk	misunderstandings about the Vikings. The Viking name for the city of York.	 Vikings were page monasteries, lootii The most importan York, or Jorvik as it Vikings. 	
Jorvik	York now has a famous Viking museum called Jorvik.		



Exciting Books



wledge about Vikings

- ere warriors. Many came in me farmers.
- e Vikings occupied were w.
- orns in their helmets.
- rse, which had an up of runes.
- lesigned to sail in both w water so that they could hore and sail in rivers to
- ans and often raided ing gold.
- int Viking British city was it was known by the vikings.

The names for most of the days of the week originate from Vikings.

Days of the week

Monday – linked to the moon by the name Mani – Norse for Moon.

Tuesday named after the Viking God of War - Tyr.

Wednesday - named after Odin and known as Woden's Day.

Thursday – named after Thor, the God of thunder.



Year 5: Life Cycles Knowledge Mat

Subject Specific Vocabulary		Interesting Books	Sticky Knowledge
puberty	Puberty is the name for the time when your body begins to develop and change as you move from childhood to adulthood.	 Important facts to know by the end of the life cycles topic: Know the life cycle of different living things, e.g. mammal, amphibian, insect and bird. Know the differences between different life cycles. Know the process of reproduction in plants. Know the process of reproduction in animals. Create a timeline to indicate stages of growth in humans. 	 about Life Cycles The years between 6 and 14 - middle childhood and early adolescence - are a time of important developmental advances that establish children's sense of identity.
gestation	Gestation, in mammals, is the time between conception and birth, during which the embryo is developing in the uterus.		
classification	This is the grouping together of similar species of plant, animal and other organisms.		Many insects have four stages in their life cycle: egg or the unborn stage; larva – young stage; pupa – inactive (no feeding) stage; and adult stage.
precision	For scientists, precision describes a measurement system, that is, how reliable it is at giving the same result every time it measures the same thing.		
reproduction	Reproduction is the way different plants and animals make new plants and animals. The reproduction system differs in plants and animals.		In general, the life cycles of plants and animals have three basic stages including a fertilised egg or seed, immature juvenile, and adult. However, some organisms may have more than three life cycle stages, and the exact names of each stage can slightly differ
teenager	The age between thirteen and nineteen. The 'teen' element gives rise to the word teenager. It is a time that humans mature quite rapidly.		
obese	Obesity is the condition of being much too heavy for one's height so that one's health is affected. In other words, it means to be too overweight.		 depending on the species. The early years, especially the first three years of life, are very important for building the baby's brain. A child's brain develops rapidly during the first five years of life, especially the first three years. It is a time of rapid cognitive, linguistic, social, emotional and motor development.
toddler	Is the period that a young child starts to walk and become more independent.		
embryo	Fertilisation happens when an egg cell meets with a sperm cell and joins with it. The fertilised egg divides to form a ball of cells called an embryo.		