

## Year 5 Spring 1 - 2022

### English

A story told through a mixture of narration, speech and visual imagery. Develop and sustain ideas through discussion.

Creative responses to the text through drama, storytelling and artwork. Writing for a wide variety of purposes. Write in role in order to explore and develop empathy for characters. Oracy—developing storytelling confidence.



### Art and Design

Create and design a Viking shield pattern for a purpose.



### Maths

Decimals  
Percentages

## What was Viking life like in Britain?

### Computing

Coding using online platform  
Control and digital programming  
Internet safety  
Using digital platforms to research  
Use technology safely  
Using technology for a purpose (Google Classroom)

### Music

Classify instruments  
Develop and improve a piece of music using everyday objects.

### Geography

Locate Scandinavia on a world map.  
Describe and understand physical and human geography used for settlement.  
Using a sketch map.

### Science

Explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object.  
Identify the effects of air resistance, water resistance and friction, that act between moving surfaces.  
Recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.



### PSHE

Is it right to invade another place?  
Thankfulness

### R.E.

Understanding parables

### History

Vikings in Britain.  
Viking settlements.  
Weapons, armour and shields.  
Purpose of Viking longboats.  
Viking settlements on the Wirral.  
Viking gods and goddesses.  
Comparing settlements across periods of History.

### French

Read and show understanding of words and simple writing.  
Write sentences from memory.  
Show understanding of basic grammar.

### P.E.

Sports from around the world/  
Swimming  
Forest School.

### DT

Building a Viking settlement.  
Making a simple machine using a lever.