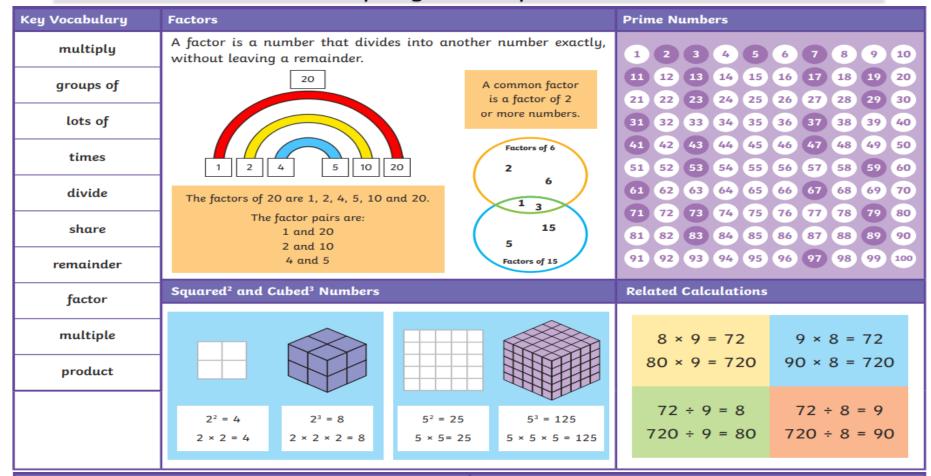
Year 5 Mathematics — Spring 1 Multiplication, Division & Fractions





2543 × 7 = 17 801

	2	5	4	3
×				7
1	7	8	0	1

Short Multiplication

Remember to move any regrouped digits into the next column. After the next multiplication, add the regrouped number to the answer.

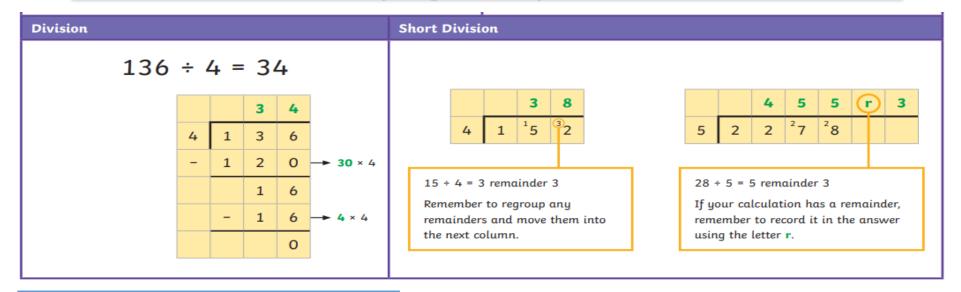
Long Multiplication

$2543 \times 67 = 170381$

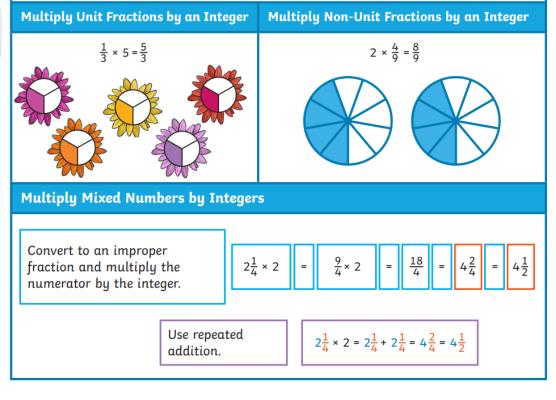
1	5 3 7	2 0	5 1 3	8	1
1				8	O
1	_	2	_		
1	-	,	,	-	
	1	3	3	2	-
	1	7	8	0	1
	×			6	7
		2	5	4	3

Before multiplying by the number in the tens column, remember to use zero as a placeholder because the 6 in 67 is 6 tens (60).

Year 5 Mathematics — Spring 1 Multiplication, Division & Fractions



Fractions	Key Vocabulary
numerator	mixed number
denominator	improper fraction
unit fraction	simplest form
non-unit fraction	multiple
whole	common denominator
equivalent	common numerator





Year 5 English — Spring 1

Writing Outcome: To write a myth: to create characters (heroes, villains and monsters) and settings.



8∗	Pathways to Write keys	
Gateway keys (non-negotiables/basic skills)	► Mastery keys (year group national curriculum expectations)	Feature keys (vocabulary, manipulating sentences and tense, structure)
Use punctuation at Y4 standard correctly (full stops, capital letters, exclamation marks, question marks, commas in a list, commas after fronted adverbials, apostrophes for contraction and possession) Link ideas across paragraphs using adverbials Use of inverted commas and other punctuation to punctuate direct speech (Y4)	Use expanded noun phrases to convey complicated information concisely Use relative clauses beginning with who, which, where, when, whose, that or an omitted relative pronoun Link ideas across paragraphs using adverbials Use commas to clarify meaning and avoid ambiguity in writing	Vary story openings: start with dialogue, action or description Use paragraphs to vary pace and emphasis Use dialogue to move action forward Create a plot: a journey, a quest or a series of trials for the hero Create characters which behave in superhuman ways with unusual powers or strong characteristics Create a magic object which may symbolise something

Punctuation and Grammar

Non-negotiables

- Use punctuation at Y4 standard correctly (full stops, capital letters, exclamation marks, question marks, commas in a list, commas after fronted adverbials, apostrophes for contraction and possession)
- Link ideas across paragraphs using adverbials
- Use of inverted commas and other punctuation to punctuate direct speech (Y4)

Year 5 Expectations

- Vary story openings: start with dialogue, action or description
- Use paragraphs to vary pace and emphasis
- Use dialogue to move action forward
- Create a plot: a journey, a quest or a series of trials for the hero
- Create characters which behave in superhuman ways with unusual powers or strong characteristics
- Create a magic object which may symbolise something

Developing Vocabulary

Ravines - a deep, narrow gorge with steep sides.

Molten - liquefied by heat.

Embers - a small piece of burning or glowing coal or wood in a dying fire.

Townsfolk - another term for townspeople

Meddler - a person who meddles in the affairs of others.

Fjord - a long, narrow, deep inlet of the sea between high cliffs, as in Norway, typically formed by submergence of a glaciated valley.

Warrior - a brave or experienced soldier or fighter.

Cauldron - a large metal pot with a lid and handle, used for cooking over an open fire.

Talon - the claw of an animal and especially of a bird of prey.

Elements - strong winds, heavy rain, or other kinds of bad weather.

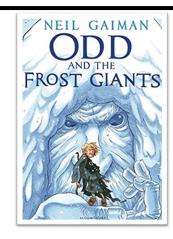
Gravely - to a degree that gives cause for alarm

Ravaged - severely damaged; devastated

Realms - a field or domain of activity or interest

Additional Text covered







Year 5 Computing — Spring 1 Databases



Key Learning

- To learn how to search for information in a database.
- · To contribute to a class database.
- To create a database around a chosen topic.

Key Resources







Avatar builder

Arrange

Sorting information in order against a search request.

Collaborative

Produced by, or involving, two or more parties working together.

Field

A heading in a database record against which information is entered.

Database Report

A way of producing a written paragraph that incorporates the data from the fields and records of the database.

Sort

Organising data by a rule such as alphabetical or numerical.

Key Vocabulary

Avatar

An icon or figure representing a person in a video game, Internet forum, etc.

Data

A collection of information, especially facts or numbers. obtained by observation, questions or measurement to be analysed and used to help decision-making.

Group

Putting similar pieces of information together in a database so it is easy to read, understand and interpret.

Statistics

The study and manipulation of data, including ways to gather, review, analyse, and draw conclusions from data.

Chart

A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.

Database

A set of data that can be held in a computer in a format that can be searched and sorted for information.

Record

A collection of data about one item entered into a database.

Search

A way of finding information.

Key Images







Sort, group and arrange information



Design a new database



Statistics and reports



Add a record to the database



the database

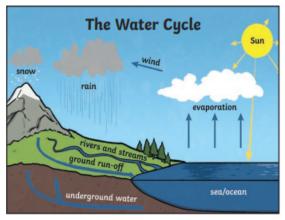


Represent the information as a chart



<u>Year 5 Geography — Spring 1 Rivers</u>

Key Vocabu	turg
channel	The course in the ground that a river or water flows through.
dam	A barrier built to hold back water.
deposition/ deposit	When rocks and other materials that have been eroded are dropped off further along the river.
discharge	The amount of water flowing along a river per second.
erosion	Rocks and other river materials are picked up by the water and moved to another place along the river.
mouth	The point where a river joins the sea.
source	The place where a river begins.
tidal bore	A strong tide from the coast that pushes the river against the current causing waves along the river.
tributaries	Rivers that join up with another river.
valley	A long ditch in the earth's surface between ranges of hills or mountains.

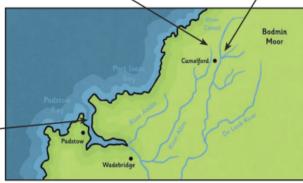


Rivers in England, at their mouth, will flow into either the:

North Sea, Irish Sea, English Channel or Atlantic Ocean.

Some rivers join up with other rivers (tributaries). The point where they meet is called a confluence.

The source of most rivers is on high ground or in the mountains.



The Course of a River

The Upper Course

Rain falling on high ground collects in channels and flows downwards forming a stream. Streams run downhill and join other streams, increasing in size and speed, forming a river. The river here flows quickly and the channel has steep sides and runs through valleys.

Features include - waterfalls and rapids.

The Middle Course

Fast flowing water causes erosion making the river deeper and wider.

Features include - meanders.



The Lower Course

Rivers flow with less force due to being on flat land. The river deposits the eroded material that it has carried.

Riverbanks have shallower sides.

Features include - floodplains, deltas and estuaries.



<u>Year 5 Geography — Spring 1 Rivers</u>

Meander - a curve in the river



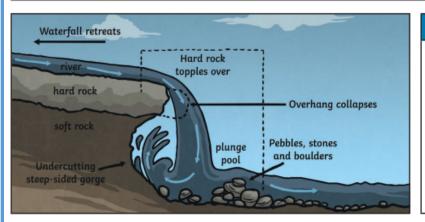
Eroded materials are carried by the river and released, building up the land on the inside of the bend where the water flows more slowly.

Oxbow lakes - a U-shaped lake



As meanders grow, two meanders can merge together through erosion. The water takes this newer, shorter course. The river deposits eroded materials which block off the old part of the river forming an oxbow lake.

How Do We Use Rivers?			
Leisure e.g. fishing	+	Controlled population of fish	
	-	May leave litter and pollute the water	
Industry	+	Sections of rivers maintained	
e.g. factories	-	Chemicals pollute the water and habitats	
Tourism e.g. walking routes	+	Conservation and education about local wildlife	
	-	Too many people near wildlife habitats	



Dams

Dams are built to hold water back, usually in a reservoir.

Dams might be built to:

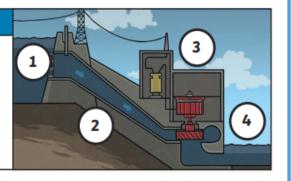
- control the flow of a river to prevent flooding.
- generate power



Hydroelectric Power

- 1. Water is held behind a dam.
- 2. When needed, some of the water is released and flows through a pipe (penstock).
- 3. The falling water turns a water wheel (turbine) which is linked to a generator which produces electricity.
- 4. The water continues into the river on the other side of the dam.

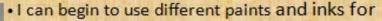




Crucial Knowledge Art: Spring Year 5- Chinese Art

Painting, printing and colour

- I can identify some colours commonly used in Chinese art
- I can discuss and describe different brushstrokes used in artwork and how they might have been created
- I can practise a variety of brushstrokes to improve technique
- · I can apply my brush control when creating artwork
- I understand the importance of line and brushstrokes in Chinese Art
- I can create Chinese calligraphy characters using the correct brushstroke sequence







Drawing-line, pattern and texture

- I can use drawing and shading skills to recre-
- ate a terracotta warrior
- I can identify patterns, images and styles associated with Ming porcelain
- I can follow simple instructions to draw a Chinese dragon
- I understand that I can use construction lines to map out the basic shape of my sketches
- I can use visual information to make sketches of different styles of traditional Chinese art
- I can explain the importance of lines in Chinese art in relation to the Four Gentlemen







Responding to artwork and using a sketchbook

- I can identify and record sketches of some themes commonly used in traditional Chinese art
- I can discuss traditional Chinese artwork and say what I think and feel about it
- I understand the significance of the dragon in Chinese culture
- I can explain what the Terracotta Army is and why it is famous
- · I know when the Ming dynasty was in power and why

Collage, sculpture and 3-D art

- I can attach two pieces of salt dough with the help of materials such as matchsticks to reinforce joins
- I can add pieces of salt dough to my base to create relief details
- I can use tools to create details in my salt dough or clay model
- I can carve a piece of clay to create the shape of my terracotta warrior
- I can use tools to help me shape and manipulate my clay
- I can add clay to my model to get the correct shape