

MATHS Year 5

- Compare and order fractions whose denominators are multiples of the same number.
- Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths.
- Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number
- Add and subtract fractions with the same denominator and denominators that are multiples of the same number.
- Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.
- Read, write, order and compare numbers with up to three decimal places. Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.
- Round decimals with two decimal places to the nearest whole number and to one decimal place.
- Solve problems involving number up to three decimal places.

ENGLISH

Spelling – Year 5/6 spelling appendix Grammar

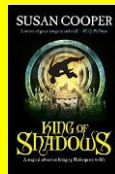
- Use both coordinating and subordinating conjunctions effectively and accurately.
- Recognise vocabulary and structures that are appropriate for formal speech and writing, including subjunctive forms
- Use and understand the perfect form of verbs to mark the relationships of time and cause.
- Use and understand grammatical terminology accurately and appropriately in discussing their writing.

Reading

- Check the book makes sense to them- discuss their understanding and exploring the meaning of words in context.
- Ask questions to improve their understanding.
- Predict what might happen from details stated and implied.
- Draw inferences such as inferring characters feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Make comparisons within and across books.

Writing

- Consider how writers have developed characters and settings.
- Select appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning.
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- In narratives, describe settings, characters and atmosphere and integrating dialogue to convey character and advance the action
- Précis longer passages
- Use a wide range of devices to build cohesion within and across paragraphs
- Propose changes to vocabulary, grammar and punctuation.
- Ensure the consistent and correct use of tense throughout a piece of writing



Jungle Power Spring – Term 3 2017

COMPUTING

- Set IF conditions for movements. Specify types of rotation giving the number of degrees.
- Change the position of objects between screen layers (send to back, bring to front).
- Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.
- Combine the use of pens with movement to create interesting effects.

DT

- Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.
- Create innovative designs that improve upon existing products.
- Create circuits using electronics kits that employ a number of components
- Make products through stages of prototypes, making continual refinements.
- Ensure products have a high quality finish, using art skills where appropriate.

PE

- Choose and combine techniques in game situations (running, throwing, catching and passing)
- Work alone, or with teammates in order to gain points or possession.
- Defend and attack tactically by anticipating the direction of play.
- Choose the most appropriate tactics for a game
- Uphold the spirit of fair play and respect in all competitive situations.

MFL- French

- Speak in sentences, using familiar vocabulary, phrases and basic language structures
- Develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases

MATHS Year 6

- Compare and order fractions, including fractions >1
- Use common factors to simplify fractions; use common multiples to express fractions in the same denomination.
- Add and subtract fractions with different denominations and mixed numbers, using the concept of equivalent fractions.
- Multiply simple pairs of proper fractions, writing the answer in its simplest form
- Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places.
- Solve problems, which require answers to be rounded to specified degrees of accuracy.
- Multiply one-digit numbers with up to 2 decimal places by whole numbers.
- Use written division methods in cases where the answer has up to 2 decimal places
- Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360].
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
- Express missing number problems algebraically.

SCIENCE

- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- Use recognized symbols when representing a simple circuit in a diagram.

RE

- Explain why different religious communities or individuals may have a different view of what is right and wrong.
- Explain how some teachings and beliefs are shared between religions.

PSHE

- Listen first to others before trying to be understood.
- Change behaviours to suit different situations.
- Describe and understand others' points of view.