

Maths

We will be covering place value up to ten million. This includes understanding what each digit represents, ordering larger numbers and rounding larger numbers.

We will also learn about written methods of addition, subtraction, multiplication and division. This will include estimating, calculating and problem solving using these operations.

Eagle

Crime and Punishment



English

This term we will study 'Clockwork' and 'Holes'. Among other comprehension skills that these books will help develop, we will focus on following multiple plot lines.

In writing we will be looking to improve our sentence structures. The children will write a story based on the multiple plot lines, a biography of Richard Turpin and poetry based on The Highwayman.

Discovery

We will be studying the way crimes have been punished throughout history.

Science

We will be learning about different forces such as gravity, friction and air resistance.

Computing

We will be learning to code more complex pieces, involving user inputs.

RE

We will be comparing the humanist movement to religious belief.

Art / D&T

We will be studying graffiti art such as the work of Banksy and Keith Haring

Music

We will be learning to read the treble clef and composing using chord changes.

PSHE

We will be considering how to stay positive and the rights people have.

Maths

1. Ask your computer (or Alexa) to give you random numbers between 1 and 5,000. Then add them together. Repeat ten times.
2. Take a shopping list, or make one. Then round each amount to the nearest pound. Add up the actual total and the rounded total, how different are they?
3. Create a poster that shows the different words for add, subtract, multiply and divide.

Year 5 Homework

Crime and Punishment



English

1. What do you think is going on in 'Clockwork' explain the events that have happened so far.
2. Write a story with the title 'Crime and Punishment' Who commits the crime? How do they get caught?
3. Write a biography of someone you find interesting, it could be a sports person, a pop star or a person you know in real life.

Topic

1. Create a virtual graffiti design by sketching some interesting graffiti onto a picture (or photo) of your house or a famous building.
2. Create a wanted poster for Richard Turpin. What links him to this area?
3. Design a fact file about any of the punishments we have studied this term.