

Year 5 Half-Termly Newsletter

Summer 1

Welcome back to school! We hope you have all had a great Easter holiday. This newsletter will provide key information of what your child will be learning this half term.

What are we learning this half term?

Maths: During this half term we will be covering maths topics including fractions, percentages and decimals. We will be focussing on conversion and finding amounts of numbers in this form.

Topic: Our topic focus for this half term is history. We will be doing a local history study focusing on coal mining where we will learn about the life in the mines, how children were used as workers and what life was like after the industrial revolution.



Science: In science, we will be learning about forces. We will be identifying the effects of friction, describing the forces acting on a falling object and looking at air resistance.

R.E: Our R.E. topic will be focused on Beliefs in action in the world. The focus will be on religious art and architecture to express spiritual ideas.

P.E

For this half term, our PE days will be on Mondays and Fridays. Please ensure the children bring their PE kits on a Monday to be left in school all week as sometimes our PE days can change at short notice.

Home Learning

At home, the children are still expected to read their school book at least **5 times weekly**. We will be continuing to use Reading accelerator to pass quizzes based on the books children have read.

Spellings will be given out on a weekly basis with a test through dictation each Friday. Spellings should be practised at home for these tests.

Computing: During computing this half term, we will be looking at concept maps. This unit of work uses 2Connect and is designed to help the children learn the basics of concept mapping both individually and in collaborative working groups.

Music: In music, we will looking at singing and playing percussion in a group with changes in tempo and dynamics. We will perform music together in synchronisation and use the musical dimensions to create music for a movie.

