**Computing-Databases -** During this unit we will learn to understand the different ways to search a database in order to answer questions correctly. We will design an avatar and successfully enter information about our avatars into a class database. We will also each create our own database on a topic of our choice and add records to our database.

**Game Creator** We will begin by reviewing and analysing a computer game. We will also describe some of the elements that make a successful game. Children can begin the process of designing their own game.

**Art** We will be creating Anglo-Saxon collograph art based on Anglo Saxon pattern; printing patterns using different textures to create effect.

**DT -** This term we will be working on a textiles project to design a coat for Vikings to use using modern materials. We will research the design specifications and functionality of coats that we wear in order to design our coat. Each design will be critiqued by other members of the class and evaluate the designs. We will choose one coat to make to learn about different stitching techniques.

**French – La France et Directions**

We will be exploring France and learning about cities and regions of France. We will also compare Tintwistle to a village in France. We will be learning about how to follow and later give directions in French and looking at French maps. We will write a postcard from a village in France.

**PE –** We will learn skills to improve our running, jumping, throwing and catching techniques. We will learn about the rules of cricket and begin to take on score-keeping and umpiring roles. During athletics we will help to plan and lead the school Sports Day.

**History** **-** During this topic we will place the Anglo-Saxon period within a timeline. We will be learning about Britain’s settlement by Anglo-Saxon, their invasions, kingdoms and village life. We will move onto the Viking and Anglo-Saxon struggle for the Kingdom of England by re-enacting Viking raids and invasions. We will look at Anglo-Saxon laws and justice.

**Geography** We will use our knowledge of the UK to map the settlements of Vikings and Anglo Saxons around the UK. We will explore the reasons for why they settled in certain places according to land use and trade links and learn about the different types of settlements formed by Vikings and Anglo Saxons.

**PSHE – Being Safe** We will be exploring how to recognise, predict and assess risks in different situations and explaining how rules can keep us safe.

**Growing Up** We will exploring how images in the media and online do not always reflect reality and identify different pressures and influences. We will also be understanding what puberty and human reproduction is.

**Science Properties and Changes of Materials (Y5)**

We will learn to compare and group together everyday materials according to various properties.

We will also investigate what happens when some materials are added to water and how to reverse these changes.

We will use our knowledge of solids, liquids and gases to explore separating mixtures.

We will also investigate why different materials are chosen for various everyday objects.

Some of our investigations will explore how new materials are sometimes created after a change and whether these changes are reversible or irreversible.

**Music- Exploring Musical Processes** This unit provides an opportunity for us to develop and demonstrate the musical skills, knowledge and understanding achieved in years 5 and 6. During the unit we will develop an understanding of the process of composing by creating and performing music in response to musical and non-musical stimuli.

**Invaders & Settlers**

**Vikings and Anglo-Saxons**

**RE –** **Christianity – Discipleship -** How does the ‘Sermon on the Mount’ help Christians to follow Jesus?

**The Kingdom of God and Forgiveness** - How does the local church community seek to bring God’s Kingdom on Earth?

How and why do Christians confess their sins? Who do Christians believe God forgives?