

As readers we will be.....

- exploring the magical world of Harry Potter.
- using direct retrieval and inference to extract information about the characters and setting of Harry Potter and the Philosophers Stone.
- developing expression when reading aloud.

As authors we will be.....

- writing a description of a character from Harry Potter.
- using film clips and extracts from the book to write a 'first person' narrative of a student arriving at Hogwarts for the first time.
- creating spells in the form of a poem.

As geographers we will be.....

- beginning to use and understand contour lines.
- using four-figure grid-references to plot points.
- using the eight points of a compass to give directions.
- building our understanding of map symbols and keys.
- using different scales.

As linguists we will be.....

- learning descriptive vocabulary.
- identifying people through conversations.

As mathematicians we will be.....

- reading, interpreting and drawing line graphs and tables
- multiplying and dividing by 10, 100 and 1000
- exploring multiples; factors; common factors; prime, square and cube numbers
- finding the area and perimeter of compound and irregular shapes

Y5

Nose in a book

Muggles and Magic



As citizens we will be.....

- communicating as effective listeners, negotiating, debating, churning and to make decisions on working together within the community and within the media.
- recognising and describing feelings in ourselves and others, including mixed emotions and moods.

As theologians we will be.....

- learning about the Muslim way of life and visiting a mosque to help us to understand this.

As musicians we will be.....

- creating and **improvising** simple rhythmic patterns.
- composing our own rhythmic rap.

As scientists we will be.....

- identifying the reproductive parts of flowering plants.
- comparing sexual and asexual reproduction in plants.
- growing and observing plants that reproduce asexually.
- describing the life cycles of amphibians, insects and birds.
- making comparisons between different animal life cycles.

As artists/designers we will be.....

- using our sculpturing techniques to design and make dragon eyes, owls, wands or a sorting hat out of clay.

As athletes we will be.....

- using invasion games tactics and strategies in our own 'Quidditch' style games
- developing our map skills in outdoor/adventure activities
- creating a Harry Potter themed dance sequence

As technology users we will be.....

- entering data and formulae into a spreadsheet
- planning and calculating a spending budget
- ordering and presenting data based on calculations

Key Vocabulary – Autumn Term 2

contour line	A line on a map joining points of equal height above or below sea level.
relief	A location's relief is the difference between its highest and lowest elevations (heights).
plan view map	A plan is a section viewed from the top, as a 2D display. Contour lines on a map are plan view.
grid reference	A grid of squares helps the map-reader to locate a place. The vertical lines are called eastings. They are numbered - the numbers increase to the east. The horizontal lines are called northings as the numbers increase in a northerly direction. A grid reference is a location on a map, which is found using the northing and easting numbered lines.
plot	Marking an exact location onto a map, the point of which can be given an exact grid-reference to show its location.
scale	The scale of a map is the ratio of a distance on the map to the corresponding distance on the ground.
spreadsheet	An electronic document in which data is arranged in the rows and columns of a grid and can be manipulated and used in calculations.

asexual reproduction	Offspring get genes from one parent so are clones of their parents
sexual reproduction	Offspring get genes from both mum and dad, inheriting a mix of features from both
metamorphosis	The process of transformation from an immature form to an adult form in two or more distinct stages
life cycle	The series of changes in the life of an organism including reproduction
enterprise	A plan or project, especially one to raise money.
formulae	An expression telling the computer what mathematical operation to perform upon a specific value or values.



Year 5 will be taking part in an enterprise project that will run throughout the half term. As part of the project, the children will be working in small groups to design, make and sell items linked to our Harry Potter theme. All the money raised will go towards subsidising our visit to the Space Centre after Christmas.