

Year 5 – Spring 2	
Science Crucial Knowledge	
Living Things and Their Habitats	<ul style="list-style-type: none"> • Life cycles are the different stages that take place for a mammal, an amphibian, an insect and a bird to become an adult. • Butterflies go through metamorphosis to become an adult. • Amphibians such as frogs are laid in eggs, then once hatched go through changes before becoming an adult. • Birds are hatched from eggs; they are looked after by their parents until they can live independently
History Crucial Knowledge	
The Anglo-Saxons	<ul style="list-style-type: none"> • The Anglo-Saxons were tribes who came from Germany, Denmark and the Netherlands. • They invaded Britain after the Romans left. They first arrived in England in 449AD. • The Anglo-Saxons were in Britain around 1600 years ago. • The Anglo-Saxons came to England looking for land to farm because their homeland had flooded. • The Anglo-Saxons came to England by ships from their homelands. • The Anglo-Saxons lived in wooden houses with roofs made of straw called thatch. • The Anglo-Saxons brought a new type of language to Britain, many words we still use today such as evil, ham, rain and Stoke.
Design Technology Crucial Knowledge	
Structures Frame structures	<ul style="list-style-type: none"> • A frame is made by joining rigid pieces of material together like wood or metal • The material can be joined using glue • Gluing triangles in the corner of the frame makes the frame stronger
Computing Crucial Knowledge	
Programming – Selection in Physical Computing	<ul style="list-style-type: none"> • Programming is when you give an algorithm to a digital device so it can complete its action. • An algorithm is a precise set of ordered instructions which can be turned into code • Algorithms need to be written in a special language called code so digital devices, can understand them. • Coding is how we communicate with computers. Code tells a computer what actions to take. • Bug: A mistake in the code. • Selection: A decision or a question • Repetition – A repeat in code, repeating a sequence of instructions a certain number of times. • Connection. A link between 2 or more things. • Input: Data provided to a computer system, such as via a keyboard, mouse, microphone, camera or physical sensors. • A process is when a computer follows a set of instructions using the data that has been input. • Outputs The information produced by a computer system for its user: items on a screen, speakers, lights.
Music Crucial Knowledge	
Life Cycles - Structure	<ul style="list-style-type: none"> • Tuned instrument is an instrument that plays set notes e.g. piano. • Untuned instrument is an instrument that does not play set notes e.g. drums. • Rhythm is the music's pattern in time (counted). • Pitch is how high or low a sound is. • Dynamics are how loud or quiet the music is. • Simple notation is following pictures or words and joining in to sing or play an instrument. • Timbre is the quality of the sound of a voice or instrument. • The structure of a piece of music, is how it is put together. • Compose is to write or create a piece of music.
Physical Education Crucial Knowledge	

Cricket	<ul style="list-style-type: none"> Competitive sports are games where the aim of the games is to win Throw is to push an object by hand with a sudden forward motion ending with straightening the arm and wrist. Catching is the use the hands to stop and hold a moving object. Eyes on the object, Finger tips together (two handed catch) Striking is when you hit a ball with a bat or racket.
Swimming	<ul style="list-style-type: none"> Swimming means to move through the water without touching the floor or side. Flexibility is the range of movement through body joints. Strength is a measure of power. Technique is a way of carrying out a particular task. Movement is when changing position, posture or place. A pattern is when a movement or action is repeated.
Religious Education Crucial Knowledge	
Easter	<ul style="list-style-type: none"> Easter is the most important part of the Christian calendar, and it remembers Jesus' death and resurrection. Holy Week - the week before Easter, starting on Palm Sunday. Palm Sunday – the Sunday before Easter, celebrates Jesus' entry into Jerusalem. Maundy Thursday marks the night of the Last Supper (the last night of Jesus' freedom with his disciples). Good Friday – Christians remember the crucifixion of Jesus and his death on the cross. Easter Sunday – is the celebration of Jesus' resurrection.
Personal, Social Health & Economic Education Crucial Knowledge	
What decisions can people make about money?	<ul style="list-style-type: none"> Adults need to spend their money on essential things such as: home, food, energy, clothes. Some things are not essential such as: toys, games, sweets. You need money to buy something. You can get money by working, saving, borrowing or if someone gives you money. If you can't afford to pay for something you have bought, it will get taken back by the person or company you bought it from. This could be your house.
French Crucial Knowledge	
Crucial knowledge question	Crucial knowledge answer
<ul style="list-style-type: none"> It is _____ o'clock. (numbers to 12) I play _____ at _____ o'clock. I watch _____ at _____ o'clock 	<ul style="list-style-type: none"> Il est _____ heures. Je joue _____ à _____ heures. Je regarde _____ à _____ heures.