South America

Summer

RSHE

- Changing me
- SRE
- Dreams and Goals
- Transition to secondary school.

French

- Develop speaking, listening, reading, writing and pronunciation linked to: describing yourself (hair, eyes, height…), numbers to 100, clothes – what you like to wear, the weather: "When it is… I like to wear…" Prepositions: on, at, in, what you like to do, the near future: going to…

Music

- Music taught by West Sussex Music Service – keyboards.

PE

- Striking and Fielding - Play competitive games and apply basic principles suitable for attacking and defending.
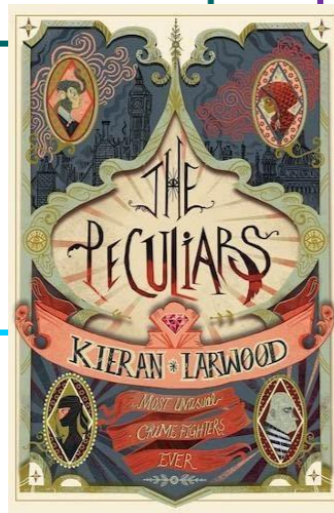- Athletics – sports day

Art and Design

- Surrealism
- Design and create sculpture linked to our topic.
- Make masks from a range of cultures and traditions
- Use objects around us to form sculptures
- Use wires to create malleable forms
- Build upon wire to create forms which can then be padded out and covered
- Introduce fabric block printing
- Weave using painting as a stimulus
- Experiment with circular embroidery.

English

- Draft and write for a range of purposes.
- Evaluate how authors use language to impact the reader.
- Plan writing by identifying audience and purpose for their writing and selecting the appropriate form. Choose what Gigantus is writing in his secret book.
- Read books that are structured in different ways – novels, short stories, poetry, non-fiction, plays.
- Increase familiarity with a wide range of books, including myths, legends and tradition stories.
- Identify and discuss themes and conventions across a wide range of writing.
- Develop initial ideas by drawing on own experiences and research.
- Précising longer passages.
- Evaluate and edit by assessing the effectiveness of their own writing and peer assessment

CORE TEXTS

- Coraline by Neil Gaiman
- The Peculiars by Kieran Larwood

Science

- Microorganisms – recognise they are living things and investigate different conditions that they are suited to.
- Describe how living things are classified into broad groups.
- Identify and name the main parts of the human circulatory system and describe the functions of the heart, blood vessels and blood.
- Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.
- Describe the ways in which nutrients and water are transported within animals, including humans.

Maths

- Ratio and proportion – solve problems involving the relative sizes of two quanities, solve problems involving similar shapes where the scale factor is known or can be found, solve problems involving unequal shaing and grouping.
- Statistics – interpret and construct pie charts and line graphs.
- Calculate and interpret the mean.
- Precise mathematical definitions of structures, representations, models and strategies.
- Explain additive relationships, multiplicative relationships, kay facts and procedures.
- Revise and consolidate Spring 1 and 2

Geography

- Collect and analyse data geographical data.
- Use graphs to display collected data
- Evaluate the quality of evidence collected and suggest improvements.
- Present human and physical features in the local area including sketched maps, plans, graphs and digital media.
- Understand geographical similarities and differences through the study of a region in the United Kingdom, a region in a European country and a region within South America.

Design and Technology

- Pulleys, cams, levers and gears.
- Design a set for a theatre production and create a model with moving parts.

History

- Show understanding of some of the similarities and differences between different periods – Victorian times and today.
- Know about diverse experiences and ideas.
- Describe and make links between main events, situations and changes within and across different periods and societies.
- History of theatre, plays and playwright studies.

Computing

- Develop knowledge and understanding of using a computer to produce 3D models. Familiarise themselves with working in a 3D space, moving, resizing, and duplicating objects.
- Create hollow objects using placeholders and combine multiple objects to create a model of a desk tidy.
- Build in and test within a new programming environment
- Transfer programming to a micro:bit.