

DESIGN AND TECHNOLOGY

To make an animal with moving parts using the following steps:

- Planning which model to make, designing own criteria and researching designs
- Using annotated sketches and diagrams to clarify thinking
- Selecting the correct tools, material and equipment suitable for the task
- Ordering the main stages of making and using safety procedures
- Assembling and joining materials with accuracy
- Evaluating their animal against their own design criteria
- Considering the points of view of others to improve their design

ART

- Draw using a variety of tools and surfaces (paint, chalk and pens)
- Create an illustration that has shadows based on the book Varjak Paw
- Experiment with mark-making with brushes
- Using line drawings in the style of the illustrations of Varjak Paw
- Creating a multi-layered cityscape scene

SCIENCE

- Identify how sounds are made
- Recognise that vibrations from sounds travel through a medium to the ear
- Find patterns between the pitch of a sound
- Find patterns between the volume of a sound and the strength of the vibrations that produced it
- Recognise that sounds get fainter as the distance from the sound source increases



Varjak Paw

Antarctica Class Spring 1

KEY TEXTS AND PUBLISHED PIECES

- Varjak Paw by SF Said
- Wolves In The Walls by Neil Gaiman
- Writing a description of a city setting
- Writing a letter to the Cats Protection Society

COMPUTING

- To be able to understand which program to use for a particular purpose
- To decide how to get information online and to determine whether it is useful or not
- To understand how to retrieve and record information

FRENCH FRENCH

- Adjectives-five new colours
- 8 new nouns(feminine)
- Determiner "A": un
- Spelling of new nouns
- Masculine and feminine nouns
- New verb-je vois
- Pronoun "I"
- Adjective and noun agreement
- Adverbial phrase-in the woods

ENGLISH

- Using pronouns and possessive apostrophes correctly
- Organising paragraphs around a theme
- Planning a narrative that has a setting, main character and plot
- Writing in drafts and evaluating the effectiveness of word choices
- Making predictions based on the story.
- Creating tension in writing.
- Editing and proof-reading before publishing
- Playing with the word order of sentences for maximum effectiveness
- Continuing to practice handwriting joins
- Using commas after fronted adverbials
- Using key vocabulary (pronoun, possessive pronoun, metaphor, proper noun, rhetorical question, fronted adverbial)

MATHS

- Using place value to solve problems
- Using addition and subtraction methods to solve word-based challenges
- Use estimating and the inverse to find and check answers
- Counting in tenths and hundredths
- Knowing what a fraction and non-unit fraction is
- Using equivalent fractions
- Adding and subtracting fractions
- Solving problems linked to fractions
- Learning times tables (mixed) up to 12 x 12-

GEOGRAPHY

- Locate the world's countries, using maps to focus on South America, concentrating on environmental regions and key physical and human characteristics;
- Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones;
- Use key vocabulary to demonstrate knowledge and understanding in this strand
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied;

P.E.

- Dance and gymnastics
- create and perform dances with flow and expression, where the movements show control, accuracy and rhythm.
- identify repeated patterns and styles used in particular dances and create a dance to match these styles.
- improvise on my own or with a partner.
- change parts of a dance after reflection, using simple vocabulary when talking about the dance.

