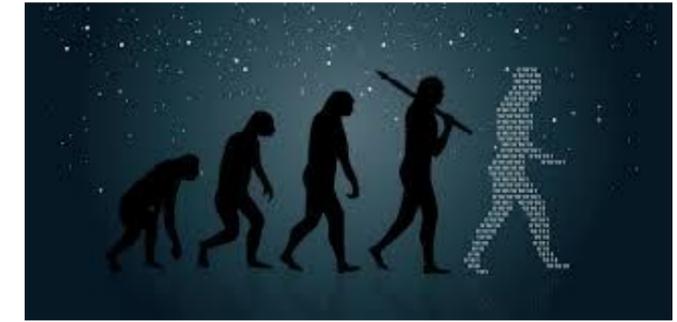


# South America



## Evolution

### Spring

#### French

- Develop speaking, listening, reading, writing and pronunciation linked to: school day: how you get to school, at what time, what you do during the school day, break times, school subjects, activities in French class etc.), how to conjugate a verb in French.

#### Music

- Compose and perform a piece of music inspired by adventure movie soundtracks.
- Show awareness of other parts when playing in an ensemble.
- Play from memory and from notations.
- Rehearse with others and help achieve a high quality performance.
- Compose music to describe a scene.
- Develop more complex rhythmic ideas.
- Evaluate effectiveness of composition and performance.

#### Computing

- Create opening and closing credits on scratch for an animation.
- Create a stop motion animation about evolution on scratch.

#### Geography

- Describe key aspects of physical geography, focusing on biomes - create posters.
- Understand human geography including land use and distribution of resources and how this has effected the natural world.

#### Literacy

- Make predictions about a text using a map.
- Take notes by retrieving key features and new and interesting vocabulary.
- Write a non-chronological reports on a new area of the Land of Neverbelieve.
- To find meanings of words in context.
- Use knowledge of evolution to create an animal and write a detailed explanation about how it has come into existence and reasons for its adaptations.
- Make predictions about a text using a front cover and a blurb.
- To write in role as a character from the text.
- Role on the wall - identify characters features and feelings.
- Write a persuasive letter.
- Create phrases to describe a character.
- Write a character description within a narrative.

#### Art and Design

- Use monoprinting to produce an image of a plant.
- Experiment with screen printing.

#### Science

- Create a storyboard describing the process of fossilization and recognise that they provide information about living things from millions of years ago.
- Recognise that things have changed over time and research the peppered moth and evolution of a horse.
- Research own animals and produce an animation of its evolution.
- Identify how animals and plants are adapted to suit their environment and plan in investigation into what different birds beaks are suited for and testing which shaped feet are best for swimming.

#### Maths

- Angles - recognise different angles and find missing angles.
- Measurement - convert between units of measure,
- Area, perimeter and volume - calculate the area of parallelograms and triangles, recognise relationship between area and perimeter and calculate the volume of cuboids.
- Percentages - find equivalence between fractions, decimals and percentages, calculate percentages of amounts.
- Algebra - use simple formulae, generate and describe number sequences, express missing number problems algebraically and find pairs of numbers that satisfy an equation.
- Revise and consolidate Autumn 1 and 2 learning.

#### History

- Know and understand the history of the British isles from the earliest times to the present day.
- Know how people's lives have shaped this nation and how Britain has influenced and been influenced by the wider world.

#### CORE TEXTS

- The Land of Neverbelieve by Norman Messenger
- Beetle Boy by M.G Leonard
- Darwin's voyage of discovery by Jake Williams
- Ask Dr K Fisher about animals by Claire Llewellyn
- Just So Stories by Rudyard Kipling

#### PE

- Dance - Develop flexibility, strength, technique, control and balance. Perform dances using a range of movement patterns
- Gym - Create complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching.
- Tennis - Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.

#### Design and Technology

- Food technology - looking at food over time and how it has changed.
- Analysing diets and recipes from the past to modern day.
- Plan and make.