



Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.

Recognise that environments can change and that this can sometimes pose dangers to living things.

#### Geography

name and locate counties of the United Kingdom, geographical regions and their identifying human and physical characteristics

Identify the position and significance of latitude, longitude.

Describe and understand key aspects of human geography, including: the distribution of natural resources including energy, food, minerals and water

Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps and plans.

<u>PE</u> - Invasion Games

#### **English Genres**

Descriptions ( Opening of a story after the planting) Reports on impact of fires on moors. List Poem

## The Promise



<u>Hooks</u> – Trip to Daisy nook Oldham town Centre Trip.

Art – Sketches of local area **DT** – ART: know how to integrate digital images onto artwork Use sketchbooks to help create facial expressions (link to mood themes in story at different points) Use sketchbooks to experiment with different texture. (eg texture of buildings/ trees / characters skin/ hair etc) Use photographs to help create reflections (Eg photos of local area/ crime lake would be a good local place, just an idea) Computing E Safety focus and Internet safety challenge.

<u>Music</u> Clarinets with Mrs. Meaden Music linked with spring in English.



#### Addition and Subtraction

#### Science

Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the pitch of a sound and features of the object that produced it.

Find patterns between the volume of a sound and the strength of the vibrations that

produced it.



Recognise that sounds get fainter as th distance from the sound source increas

#### Geography

Locate the world's countries, using maps to focus on Europe (including the location of Russia) concentrating on their environmental regions, key physical and human characteristics.

Understand geographical similarities and differences through the study of human and physical geography of a region in a European country.

**PE** - Gymnastics

English (genres) – Play writing Persuasive writing



# The Pied Piper of Hamelin

## Hooks

Actors to recreate the Pied Piper of Hamelin? Make Musical instruments for the Christmas Carol Concert

**DT** – Making our own musical instruments

Art- Explain some features of art from historical periods - c1900 explore work of different artists showing the Pied Piper.

Know how to show facial expressions and body language in sketches and paintings- focus

on different expressions of the children linked to how they were feeling.



Computing Use sequence, selection and repetition in programs; work with variables and various forms of input and output.



Maths (White Rose) Length and Perimeter Multiplication and Division

Music – Clarinets with Mrs. Meaden Listen to different composers linked with Pied piper.

### History Ancient Egypt

an overview of where and when the first civilizations appeared and a depth study of one of the

following: Ancient Egypt



### Geography

Describe and understand key aspects of human geography, including: the distribution of natural resources including energy, food, minerals and water To use digital/computer mapping to locate countries and describe features.



## English (genres)

Story writing



### <u>Hooks</u>

Artefact Theatre Touchstones artefacts Egyptian to visit school or BoltonMuseum

#### <u>Art</u>



Creating Egyptian head piece
create art work showing scenes from the story / class project one scene each to tell the story as a story board Know how to show facial expressions and body language in sketches and paintings
Know how to use marks and lines to show texture in art – eg setting/ clothing/ hair etc
Know how to use line, tone, shape and colour to represent figures and forms in

movement and how to show reflections

### Computing

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs



<u>Music</u> – Clarinets with Mrs. Meaden

### **History**

Julius Caesar's attempted invasion in 55-54 BC

The Roman Empire by AD 42 and the power of its army successful invasion by Claudius and conquest, including Hadrian's Wall

British resistance, e.g. Boudica "Romanisation" of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity



**Geography-**

Locate the world's countries, using maps to focus on Europe



English (genres) –

Letter writing Report writing (Non Fiction)

Roman



## Hooks

Trip to Chester Romans Roman solider to visit school

### **ART** – Roman Mosaic



**DT-** Create our own shield and reenact a Roman invasion make a roman shield/ brooch/ jewellery – needs to include sculpting element eg clay / tinfoil/ newspaper scrunched and sculpted

### Computing -

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

> Maths (White Rose) Number Fractions Number Decimals

> > Music –

Clarinets with Mrs. Meaden



<u>Science</u>

Describe the simple functions of the basic parts of the digestive system in humans.

Identify the different types of teeth in humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey. (Actually in animals, including humans but seems

to fit better here)



English (genres)

Instructions ( recipes) Story writing Explanations

The Incredible Book Eating Boy



PE Net and ball games-



<u>Hooks</u>

Cooking lesson

Trip to Oldham Library

**DT** –linked with creating pop up books **DT-** links to science



digestive system.

Make an edible picture, could make a class menu/ recipe book with their edible pictures

**Art:** Know how to print onto different materials using at least 4 colours.

## Computing

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.







Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).

Compare and group materials together, according to whether they are solids, liquids or gases Identify common appliances that run on electricity.

Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.

Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.

Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.

Recognise some common conductors and insulators, and associate metals with being good conductors

-Dance

English (genres) Letter writing Newspaper report Diary writing



<u>Hooks</u>

Trip-Liverpool and their docks

**DT** – Plan and make ships-Test materials and work in teams to build and review. make a working lighthouse, linked to science circuits and ticks off the light/ switches/ buzzers DT elem

ART – Pop art – Andy Warhol



#### Computing

Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.

<u>Maths</u> (White Rose) Statistics Property of Shapes Position and Direction

<u>Music</u> – Clarinets with Mrs. Meaden Focus on classical composer from 1912