

English

Myths - We will write a myth inspired by Beowulf using the same style as the author (language and setting), creating multi-clause sentences using *-ed openers*, using modal verbs to show degrees of possibility, and combining action, dialogue and description within and across paragraphs.

Information booklet - Pupils will produce a non-chronological report on the Anglo-Saxons based on their notes and using relative clauses.

History

Anglo Saxons and Vikings: Ruthless warriors or peaceful settlers? Did the settlement of the Anglo-Saxons make England a better or worse place to live? We will learn about Britain's Anglo-Saxon and Scottish settlements, consider what happened after the Romans left and study life at these times and continue exploring this period next half term.

RE

Hinduism- What might Hindus learn from stories about Krishna? To examine how Hindu truths are shared using stories. The focus includes beliefs about Brahman, Vishnu, Avatar (especially Krishna) and Scriptures. We will explore some forms of Hindu literature, their beliefs and practices.

Music—War Cries

Linked to our History topic, pupils will compose with a given style using instruments and voices, before creating multi-layered pieces of music combining rhythm and melodies. They will perform with awareness and accuracy in group performances.

Science

How do living things survive?

We will continue our work on the evolution topic, before we then begin learning how living things can be classified by identifying common features. Pupils will create their own classification diagram to differentiate between a range of living things and will learn about vertebrates, invertebrates and micro-organisms.

Curriculum Enrichment

A 3D printer workshop linked to our computing topic.

Class 56RA

Spring 1

Curriculum



PSHE

Health and wellbeing:

How can drugs common to everyday life affect our health?

The children will learn how legal and illegal drugs can affect health, identify positive and negative affects and look at early signs of mental ill health and what to do.

Computing

Digital 3D modelling—Can we build it?

Exploring the potential of 3d printing, pupils will create 3D models on a computer, view 3D environments from different perspectives, use digital tools to manipulate 3D objects and construct a 3D model which reflects a real-world object.

Maths

Multiplication, division and fractions

The children will further develop their multiplication, division and fraction skills, including formal written methods for long multiplication of 2-digit numbers, short division, before multiplying proper fractions and mixed numbers by whole numbers.

French - Getting Dressed in French (Clothes)

Pupils will learn to use phrases describing different items of clothing, to build descriptive sentences into a short paragraph, before planning and preparing a short presentation about their opinions on items of clothing.

PE

Gymnastics To create matched and mirrored partner balances, counter tension and balance actions with a partner, and finally evaluate successes.

Creative Games To dribble a ball, pass and receive using a variety of skills, apply tactics in invasion games, outwit opponents, and develop attacking or defending.

Art

Pick a Pixel— Digital Media

The children will design and make a piece of artwork that uses negative space. They will design a pixelated art piece to reflect a chosen theme, independently developing a range of ideas which show curiosity, imagination and originality, producing creative pieces, inspired by artists' work.