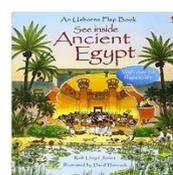
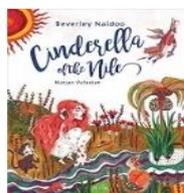
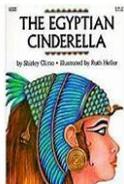
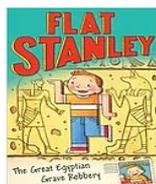
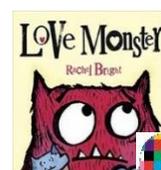


Books/Author of the term: Sara Penny Packer



RSE book:



Writing Genre

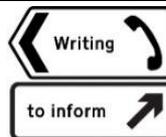
Writing to entertain -

- Write an Egyptian myth.
- To write a question and answer poem.



Writing to inform -

- To write a letter in response to Museum visit.



Writing to persuade -

- Design an advert to sell my DT product.



History -

Ancient Egypt

- Know about, and name, some of the advanced societies that were in the world around 3000 years ago
- Know about the key features of Ancient Egypt

Design Technology -

Mechanical Systems – Pneumatics (create object with moving part for museum)

Designing

- prove that a design meets a set criteria.
- design a product and make sure that it looks attractive
- choose a material for both its suitability and its appearance

Making

- follow a step-by-step plan, choosing the right equipment and materials
- select the most appropriate tools and techniques for a given task
- make a product which uses both electrical and mechanical components
- work accurately to measure, make cuts and make holes

Evaluating

- explain how to improve a finished model
- know why a model has, or has not, been successful

Technical Knowledge

- use a simple IT program within the design

Discrete

Science -

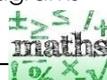
Physics

Light

Know that dark is the absence of light  
 Know that light is needed in order to see and is reflected from a surface  
 Know and demonstrate how a shadow is formed and explain how a shadow changes shape  
 Know about the danger of direct sunlight and describe how to keep protected

Working Scientifically

- Ask questions such as:
- Why does the moon appear as different shapes in the night sky?
- Why do shadows change during the day?
- Observe at what time of day a shadow is likely to be at its longest and shortest
- Measure carefully (taking account of mathematical knowledge up to Year 3) and add to scientific learning
- Use research to find out how reflection can help us see things that are around the corner
- Be confident to stand in front of others and explain what has been found out, for example about how the moon changes shape
- Present findings using written explanations and include diagrams when needed
- Measure, compare, add and subtract lengths.



Music -

Unit: Reflect, Rewind and Replay (The history of music, look back and consolidate your learning, learn some of the language of music)

- Recognise the work of at least one famous composer.
- Use musical words to describe a piece of music and compositions.
- Use musical words to describe what they like and do not like about music.
- Play clear notes on instruments and use different elements in composition.

French-

Le Petit Chaperon Rouge

- Sit and listen attentively to a familiar fairy tale (Little Red Riding Hood) in French.
- Use picture and word cards to recognise and retain key vocabulary from the story.
- Name and spell at least three parts of the body in French as seen in the story.

Computing -

Greater Depth Project

Purple Mash

Art -

Using Sketchbooks

- Know how to use IT to create art which includes own work and that of others

PSHE

Health and Wellbeing (Growing and Changing and Keeping Safe)

- Personal strengths and achievements; managing and reframing setbacks
- Risks and hazards; safety in the local environment and unfamiliar places