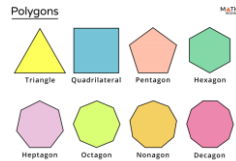


Maths

Shape

Right angles. Horizontal & vertical. Parallel and perpendicular. 2-D shapes. Polygons.



Statistics

Pictograms. Bar charts. Tables

English

The Iron Man by Ted Hughes

Non-fiction texts about Roman Britain



RE - Hinduism

To explore the enquiry question 'Would visiting the River Ganges feel special to a non-Hindu?' We are learning to understand why the River Ganges is important in Hinduism. To give my own and others' views on questions about religious practices and start to explain why religion is important to many people.

Design & Technology – Shell Structures



Research and understand how shell structures benefit product design. Design, make and evaluate Roman biscuits with a shell structure. Make suggestions for improving or adapting artwork.

Spanish

Learn to ask and answer questions in Spanish around the topics of a picnic and aliens!

History – The Ancient Romans

Understand how the Romans impacted Britain. Use secondary sources to learn about Roman Britain. Describe how a significant person has influenced how people live in Britain. Summarise how an aspect of British history has changed over time.

We will also be going on a trip to Bosworth Battlefield to learn more about Roman Britain.

PSHCE – Change me, Transition to

To know that a baby will and grow in a mother's uterus. To learn how we grow from a baby to an adult and how our bodies change and develop. Some of these changes are called 'Puberty'. To understand that these changes are very gradual and discuss how we are feeling about this. To express what we are looking forward to about next year. Changing teacher and year group is another change we will experience.

PE – Athletics & Tennis



Music

Listen and perform gospel songs. Learn about the features of gospel music. Improvise music using glockenspiels.

Continuing with our recorder lessons.

Science

Working scientifically

Learn how to make predictions, write methods and conclusions for experiments.

Understand how variables can be changed when conducting a science experiment.

Computing – Graphing and presenting

Enter data into a graph. Solve an investigation using a graph.

Create presentations including media and animations