WAR AT HOME

Theme - History/Geography

The key theme of our topic is WW2. We will be learning about Eastfield and Wolverhampton during WW2 and what it was like for children in the war.

In Geography, we will learn about how a village compares to a city, contrasting locality (link to Towers), arrying out surveys, mountain environment - Snowdania

PE

Games - cricket

Athletics - track and field (Sports Day practise)

Swimming - perform self rescue and swim 25m.

RE

What matters most? (Christians and Humanists)

> Design and Technology

Mechanisms -Gears (WW2 tank)

Electronics - adding computer programming to make the tank move.

Maths

Children will learn to:

- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in irregular and regular polygons.
- Describe positions on the full coordinate grid and draw and translate simple shapes and reflect them in the axes.
- Solve simple ratio and proportion problems (involving multiplication, division, percentages, fractions and multiples).

English

Narrative - Michael Morpurgo -Friend or Foe and War Horse

Historical Narratives used for Non
-fiction writing - persuasive &
explanatory texts - Boy in the
Striped Pyjamas

Narrative - short stories with flashbacks—Girl in the war, Ger-man in the wood (Literacy Shed)

Transition Unit

PSHE

Drugs and Alcohol, Moving on - transition SEAL

Relationships / Change

Languages

French food and menus, the past perfect tense, the simple future tense, the alphabet.

Music

Through the unit You've Got a Friend, children will create simple melodies using up to 5 notes and simple rhythms that work musically.

Computing

Programming—learning to program with LEGO EV3 kits.

Film making—tell a story with dramatic editing and effects.

Science

Evolution and Inheritance—fossils plant and animal adaptations and offspring variations.

Animals inc Humans—diet, exercise, sun and drugs—effects on the human body

Art

Drawing - perspective (pencils)

Printing - creating faces
(Alexander Bogen)