

# A Large and Dirty Town

## Theme - History/Geography

The key theme of our topic is Wolverhampton during the Victorian Era. Children will learn what it was like for children living in Victorian times and how life changed in our locality during this time.

In Geography, children will compare Wolverhampton to other places and identify physical/human features in our own city.

## PE

Games—kwik cricket/small cricket type games

Athletics—javelin (Sports Day practise)

Follow routes, simple compass, orientate a map.

## RE

Why do some people think Jesus is inspirational?

## English

Narrative - Plays—Peter Pan/Hetty Feather

Narrative - Stories with issues and dilemmas—Hetty Feather

Non-fiction - Information text—Victorian Wolverhampton

Poetry - Creating images—chimney sweep poem

## PSHE

Relationships, online relationships (e-safety)

SEAL

Relationships / Change

## Languages

Clothes, food, food project, revision

## Design and Technology

Textiles - Rag Rug

Electronics - Victorian silhouette torch

## Computing

Music—create a piece of digital music in GarageBand.

Film making—learn to use different shots and editing options to build a trailer.

## Art

Collage - Quilling (Sena Runa)

Theme—Impressionism

## Music

Through the unit Blackbird, children will rehearse and perform their part within the context of the Unit.

## Maths

Children will learn to:

- Compare, round, add and subtract fractions with the same denominator and recognise and write decimal equivalents.
- Interpret and present discrete and continuous data.
- Solve comparison, sum and difference problems.
- Convert between different units of measure.
- Measure and calculate the perimeter of a rectilinear figure in cm and m and rectilinear shapes by counting squares.
- Find the area of shapes by counting squares. Estimate, compare and calculate different measures.
- Read, write and convert time between analogue and digital 12- and 24-hour clocks.

## Science

Sound - how we hear, vibration and pitch

Electricity - simple series circuits with pictures (not circuit diagrams)