

Geography: Our learning will centre around woodland in our local area and the Amazon Rain Forest. We will:

- Identify the position and significance of the equator, and the Tropics of Cancer and Capricorn
- use primary and secondary sources of information to investigate the environment
- describe and understand key aspects of human geography, including: types of settlement and land use and economic activity including trade links
- use fieldwork to observe, record and present the human and physical features in the local area
- give explanations of other people’s views, related to topical geographical issues (linked to The Great Kapok tree in literacy)
- make decisions to communicate ideas in the most appropriate way related to the task and audience
- recognise how people can damage and improve the environment

Literacy: We will develop our reading, writing, spelling and grammar skills.

Non-chronological report - After analysing the function, language and organisation of report texts, we will research our own woodland animal and write our own reports.

Persuasive text - Based on the Great Kapok Tree story, we will create our own persuasive texts (or performances) to argue for the preservation of rain forest habitats.

Adventure story - Using Ice Palace by Robert Swindells as a stimulus, we will develop our own scenes and setting. We will then use the structure of the story to create our own adventure based in the rainforest.

Computing:

Computer science:

- Break up actions into small steps and sequence
- Represent algorithms using flowcharts
- Identify key elements of Scratch
- Use controls to trigger movement

Information technology:

- Type in URL to find website
- Add websites to favourites
- Follow search with ‘kids’ to find appropriate content
- Select areas of an image and resize
- Use print screen function to capture an image
- Edit images using software

Digital literacy: question validity of information on the web

Science:

Plants

- Identify and describe the functions of different parts of flowering plants
- Investigate the way in which water is transported within plants
- Explore the part that flowers play in the life cycle of flowering plants

Living things and their habitats

- Recognise that living things can be grouped in a variety of ways
- Explore and use classification keys
- Recognise that environments can change and that this can sometimes pose dangers to living things.

Art:

Our art will be based on the natural world, using materials found locally.

We will:

- Use the land art of Andy Goldsworthy to explore scale and perspective in photography.
- Create our own land art.
- Explore texture and colour by creating our own collages using natural materials.
- Weave using a Y shaped branch as a natural irregular loom
- Understand the terms: loom, warp and weft.

Design and technology: Pneumatic animals

Design: Investigate pneumatic mechanisms and design own pneumatic animal, taking into account durability and what it will look like

Making:

- Cut and join with accuracy to ensure a good-quality finish to the product
- Test the mechanisms and make adjustments where necessary
- Join and combine materials and components accurately in temporary and permanent ways
- Work with a range of tools, materials, equipment, components and processes with some precision

Evaluate: Test and evaluate design against design brief.

Music: Based on the rainforest, we will:

- Compose a piece of music to represent our animal
- Sing as a group using harmonies and rounds
- Fit the composition and songs together to create a whole class ensemble and perform

French: We will learn:

- Greetings, asking someone’s name, age and responding
- Basic nouns for instruments and classroom objects
- Numbers 1-5
- Colours
- Understanding classroom instructions

PE: We will develop skills in:

- Football:** basic independent ball work i.e. moving & passing
- Basketball:** ball control i.e. passing, receiving and shooting
- Dance:** creating movements to music, including mirroring routines
- Gymnastics:** Controlling shapes, balances, jumps and climbs

RE: Christianity and Hinduism. We will learn about the importance of the Bible for Christians and what it contains. We will also learn how Hindus worship God at Diwali.

PHSE: We will develop a class charter agreeing how we will behave in school. We will learn about outdoor risks prior to our trip to Hilly Fields and produce a poster to remind us how to keep safe. Linked to school council elections, we will learn about responsibilities and democracy, focusing on how to resolve differences by looking at alternatives and respecting others’ points of view. Linked to geography, we will explore where goods come from.

Trips and Visitors: Local walk to Hilly Fields and trip to local woodland. Trip to Greenwich Ecology Park.

History: We will learn about the Ancient Egyptian civilisation and make comparisons with the Ancient Mayan civilisation. We will:

- Place the civilisations on a timeline, establishing a sense of chronology and being introduced to the term ‘ancient’
- Understand that there are a range of primary and secondary sources of information that need to be interpreted by historians
- Learn about : the art, writing and number systems and calendar systems of each civilisations
- Explore the religious beliefs and technical expertise of each civilisation
- Begin to make simple comparisons between civilisations

Literacy: We will develop our reading, writing, spelling and grammar skills. Linked closely to our topic, we will write in a number of genres including:

Poetry: Using careful observation, we will use unusual descriptions and powerful vocabulary to create poems inspired by images.

Instructions

- analyse instructions and identify organisational structures that make them easier to follow
- research mummification and rehearse oral instructions
- write clear instructions, with organisational features

Adventure stories (film clips as stimulus)

- develop settings to create an image for the reader
- write a structured sequence of events, building suspense and developing action
- write in paragraphs, using 3rd person and past tense

Computing:

Computer science: using Scratch

- Navigate the Scratch programming environment.
- Create a background and sprite for a game.
- Add inputs to control their sprite using numerous keys
- Use conditional statements (if... then) within the game.
- Use a variety of debugging strategies to solve problems

Information technology: eBooks

- Create a new eBook
- Combine text and images and embed sound clips.
- Add information about the author and title
- Get quicker at typing using both hands.
- Use different fonts sizes, colours and effects
- Align text left, right and centre.

Digital literacy: we will understand not to share passwords

Science: Light

- recognise that we need light in order to see things and that dark is the absence of light
- notice that light is reflected from surfaces
- recognise that sunlight can damage our eyes
- recognise that shadows are formed when the light from a light source is blocked by a solid object
- find patterns in the way that shadows change.

Forces and Magnets

- notice that magnetic forces can act at a distance
- compare and group together a variety of everyday materials on the basis of whether they are magnetic
- observe how magnets attract or repel each other
- describe magnets as having two poles
- predict whether two magnets will attract or repel each other, depending on which poles are facing.

Art:

Based on the art of Ancient Egypt, we will:

- Research hieroglyphs and learn lino print techniques to create our own cartouche
- Use simple embossing on metal to create own pendant
- Create a digital collage based on the tomb paintings
- Understand the influence of Egyptian culture by studying Art Deco work
- Use carving and cutting tools to create and Egyptian inspired rubber stamp, then use to create an Egyptian inspired wall hanging

Geography: Our learning will focus on the geographical locations of the ancient Egyptian and Mayan civilisations. We will:

- locate Egypt and countries in Central America using maps, concentrating on their environmental regions, key physical and human characteristics
- Use digital maps and aerial photographs to compare physical features of Egypt and Central/South America
- Collect and record evidence, describing our observations
- Recognise why the physical features of a place may have made it a good place for an ancient settlement

Music: Based on Ancient Egyptian slave song from The Prince of Egypt. We will:

- Learn the Saedi rhythm on djembe drums
- Learn rhythms on percussion and tuned instruments
- Sing Deliver Us with instrumental accompaniment

French: We will learn:

- Body parts and how to describe someone
- Days of the week
- Names of some animals
- Numbers to 20

PE: We will develop skills in:

- Tag Rugby:** running with the ball; passing; attacking and defending; game rules and matches
- Hockey:** stick and ball control; dribbling; passing; striking and shooting; game rules
- Gymnastics:** refining shapes and balances; developing partner work; using apparatus including climbing frame and ropes
- Dance:** creating movements to music; following a routine; using an object or word to create a routine

RE: Hinduism. We will learn about the importance of family to Hindus and the festival of Raksha Bandhan; that Hindus believe God can take many forms and story of the birth of Krishna.
PHSE: We will learn about everyday drugs, basic emergency procedures and how we can reduce the spread of viruses and bacteria. We will also learn about risks and how both bodies and feelings can be hurt.

Trips and Visitors: Trip to the Horniman Museum

History: Ancient Greece. Our study of Ancient Greece will underpin our work in Literacy, DT, Art, Music and influence our Computing. We will:

- Locate Ancient Greece on a time line and discuss this in relation to Ancient Egypt and Ancient Mayan civilisations.
- Understand the system of city states and through a comparison of Athens and Sparta, learn about the way of life
- Use a variety of sources for research including: books, the internet, videos, artefacts and photographs
- Learn about warfare, battle tactics, armour and key battles
- Understand some religious beliefs and learn some Greek myths involving the Gods
- Know examples of how the ancient Greek legacy still influences our lives today

Literacy: We will develop our reading, writing, spelling and grammar skills. Our literacy will focus around the story of Odysseus and Greek myths. We will:

- Explore character motivation and how our feelings towards them can change within a story
- Write in role using letters and diary entries
- Create poetry
- Write a newspaper report using 3rd person and including description, adverbs and prepositions
- Create our own myths, based on those we know, weaving description, dialogue and action
- We may also have the chance to write play scripts, depicting a scene from Odysseus that we will perform and film.

Art: We will:

- Research and record Greek vase designs and experiment with different media to draw our own Greek pot with a design
- Create pinch pots from clay and decorate using Ancient Greek patterns
- Develop key patterns
- Visit the British Museum to observe the scale of Greek statues and beauty of the artwork.

Science: Animals, including humans. We will:

- Identify that humans and some other animals have skeletons and muscles for support, protection and movement
- Revise the importance of good nutrition for health
- Name key bones in the human skeleton
- Explore the function of muscles, understanding that they work in pairs
- Record our observations using charts, diagrams, pictures and orally

Computing:
Computer Science: Scratch Music Machine

- Use mouse and keyboard inputs
- Use the 'repeat' (loop) and 'when' (conditional statement) command within a series of instructions.
- Write a simple series of code
- Evaluate code – asking if it is fit for purpose
- Detect and correct errors and debug

Information technology: Using green screen

- Work with others to achieve a final outcome
- Identify and allocate roles for the technology
- Use programs simultaneously (internet image search and editing software)
- Continue to develop Power Point skills

Design and technology: Pop-up Books
Design: We will generate ideas by looking at a variety of pop-up mechanisms and will practise making our own mechanisms before planning pages for our own book.
Making: We will select tools, techniques and materials and will demonstrate key skills including: cutting from the centre of card, measuring, joining, strengthening and improving the appearance of our product.
Evaluate: We will evaluate our final product for durability, quality of mechanisms and for appearance.

Music: based on the Song of the Sirens

- Create own lyrics to represent the Sirens
- Compose own melodies to fit the lyrics
- Play percussion and tuned instruments to accompany the song
- Perform, with some solo parts

French: We will learn to:

- Identify family members
- Names of household objects and snacks
- Basic prepositions
- Numbers 21-30
- Months and date forms

PE: We will develop skills in:

Cricket: catching; throwing; bowling and ball striking. Developing understanding and learning rules of diamond cricket

Swimming: body position; using legs and arms; breathing; timing.

Rounders: catching; bowling; batting; fielding; learning game rules and playing matches

RE: Sikhism. We will learn that the Gurdwara is an important centre for the community and a place of worship. We will learn about the Guru Granth Sahib as the everlasting Guru. We will also learn about the Guru Gobind Singh and the importance of the Amrit Ceremony.

PHSE: We will be able to judge what kind of physical contact is acceptable and how to respond if it is unacceptable. We will explore healthy and unhealthy relationships and who to talk to if we need support. We will learn about gender, growing up and reproducing. We will also learn about extended and diverse families.

Trips and Visitors: Trip to The British Museum and a visit from a specialist history company .