

ANYWHERE IN THE WORLD

Geography –

KILLER QUESTION – Where does chocolate come from?

- * Food from around the world.
- * Where do certain foods grow?
- * Where can we find cocoa beans?
- * Transport of foods across the world.

P.E –

KILLER QUESTION – How can you move like an animal?

- * Dancing like animals.
- * Walking like animals/insects.
- * Lifecycle caterpillar – butterfly.

History –

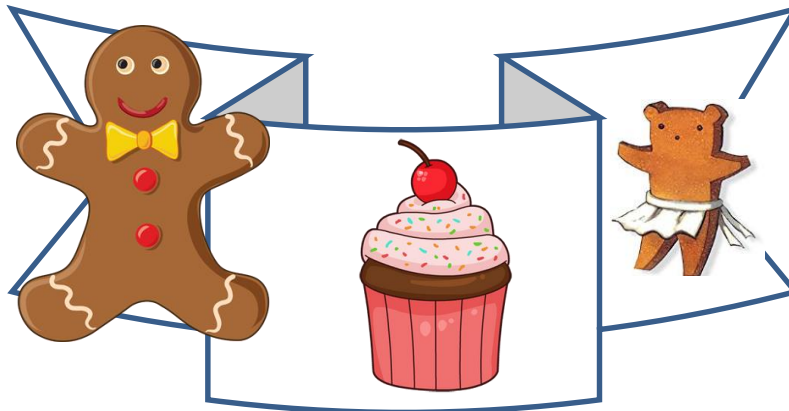
KILLER QUESTION – Who invented chocolate?

- * Food throughout history – Comparing what we eat now to what our grandparents ate.
- * TRIP – Cadbury World – the history of chocolate.

Maths –

KILLER QUESTION – How tall is a gingerbread man?

- * Capacity and weight through baking.
- * Fractions – $\frac{1}{2}$ of a biscuit and $\frac{1}{4}$ of a biscuit.
- * Length of biscuits.
- * Height of gingerbread men.



ICT –

KILLER QUESTION – Can you use paint to design a biscuit?

- * Using paint to draw and edit a picture.
- * Logging onto a computer.
- * Saving a document.

FOOD GLORIOUS FOOD

R.E – Growing and changing

KILLER QUESTION – How have we changed from when we were born?

- * Life cycle of humans.
- * How are you different to adults?
- * How we've changed over time.

English

KILLER QUESTION – What yummy stories do you know?

- * The Ginger Bread man.
- * The Biscuit Bear.
- * Writing stories about food.
- * Describing characters.
- * Describing settings.
- * Instructions on making biscuits/cakes.

Art/ D&T

- * Make a character out of food.
- * Make a character out of pictures of food.
- * Designing your own ginger bread man.
- * Making biscuits/cakes in cooking.

Science

KILLER QUESTION – Are humans animals?

- * Animals including humans.
- * Looking at animal body parts.
- * Describing different animals.

Music

- * Listen to character theme tunes.
- * Using our voices.
- * Adding instruments to stories/settings.
- * Peter and the Wolf.