

## ICT

- Continue to develop our Microsoft Publisher skills, designing book front covers.
- Embed hyperlinks and video clips in our PowerPoint presentations: 'The Great Outdoors on Wirral'.
- Use Google Earth to locate mountains and rivers.
- Use the internet for researching mountains of the world.

## ENGLISH

Read and write a range of fiction and non-fiction texts linked to the 'Great Outdoors' topic:

- Personification poetry
- Adventure stories
- Recounts of events, including mountaineers' diaries
- Biographies of mountaineers
- Reports based on mountain research
- Newspaper reports
- Comprehension work.
- Debates linked to the preservation of mountain ranges

## SCIENCE

Classification and 'Evolution and Inheritance':

- Classification of all living things in 'The Great Outdoors':
  - ◇ How all living things are classified
  - ◇ Use sorting diagrams to classify
  - ◇ Investigate the growth of micro-organisms
- The life and work of Mary Anning when we look at the evolution and inheritance of creatures in the 'Great Outdoors'.

## GEOGRAPHY

- Mountains in The British Isles.
- Mountain ranges around the world.
- How mountains and rivers are formed; use geographical vocabulary to identify key features.
- Weather variations in mountain regions.
- How tourism affects mountainous areas.
- Read contours on a map and identify key features on a mountain using an Ordnance Survey map.

# The Great Outdoors

## EVEREST EXPEDITION DAYS.

For two consecutive days we will imagine we are climbing Mount Everest. On day 1, we will learn about...

- Different parts of the climb.
- Equipment we would need.
- The cost of the trip
- The dangers of climbing.

We will keep a diary of events throughout the two days.

On day 2, we will take part in activities to help us to imagine just how difficult it really is to climb a mountain.

## ART

- Enter the 'Great Outdoors' to carry out a close scrutiny of our surrounding area.
- Produce focused sketches of the school grounds and create our own outdoor scenes.
- Expand a horizon using a range of drawing tools.
- Develop skills of drawing landscapes in perspective.
- Create mountain collages.

## HISTORY

- Study famous mountain expeditions and explorers. In particular, children will find out about the expedition of George Mallory and Tenzing Norgay up Mount Everest.

## PHYSICAL EDUCATION

- Choreograph our own dance pieces based on 'The Hall of the Mountain King'.

## DESIGN TECHNOLOGY

Become architects and take part in the 'Great British Build Off':

- Investigate existing shelters.
- Work in groups to plan and build a shelter that must be stable and withstand the elements.

## MATHS

We will work through the 'Maths No Problem' scheme, but puzzles and challenges will be linked to the theme where possible.

- Numbers to 10 million
- Four operations on whole numbers
- Fractions
- Decimals.

## MUSIC

- Learn songs about 'The Great Outdoors' and study their structure.
- Use these ideas to compose our own songs.
- Study the life of Edvard Grieg, the composer of 'Hall of the Mountain King.'