

Summary

The Good, the Bad and the Ugly

History

- The focus is firmly on crime and punishment with pupils following this theme through from Anglo-Saxon times to the Second World War
- Pupils learn about medieval outlaws, the punishment of Tudor beggars and the creation of the Metropolitan police force in the 19th Century

English

- In English pupils receive opportunities to read, discuss and write about the good, the bad and the ugly through the study of a variety of fiction and non-fiction texts
- They study myths and legends as well as true life examples of good and bad
- Talk is at the heart of all of the work in English, and pupils receive numerous opportunities to engage in different types of discussion and role-play

Languages

- Is Mr Wolf Good? Bad? or Ugly?
- The pupils continue to learn the parts of the body and begin to learn the names of clothing in French. They listen to and re-create the story of le Petit Chaperon Rouge (Little Red Riding Hood) and take a walk in the woods with Mr Wolf
- Finally, they use their best language detective skills to help Inspecteur le Roux track down the infamous fairy tale criminal

Art and Design

- Designing bank notes examples from Britain and other countries
- Famous people who appear on our notes
- Children will identify what needs to go on a bank note and then design their own note. They will choose a woman they admire to put on a note they design themselves
- Skills to be taught are drawing/mark making skills and design/layout skills. Focus on what kind of marks are made on notes and which tools would be best to use.
- Children will be free to have any kind of design, it doesn't have to look like a 'real' bank note
- Look at <http://neatdesigns.net/worlds-25-most-beautifully-designed-banknotes/>
www.bankofengland.co.uk/education/Pages/museum/exhibitions/past.aspx#3

Applied Maths

- Solve problems, representing and then interpreting information.
- Apply understanding of properties of 2D shapes to solve problems.
- Compare and classify geometric shapes.

Music

- In this Unit pupils will explore the idea of 'chase' music
- They will create their own piece of 'chase' music and will use a variety of instruments and 'found' sounds to perform their piece.
- They will develop an understanding of how rhythmic ideas can be layered and manipulated to create a piece of atmospheric music by increasing dynamics and tempo as well as adding to the texture.

Applied Computing

- Pupils extend and re-enforce their understanding of database concepts learned in the year 3 unit "Why are Humans Animals Too"

