

English

Autobiography and Biography- Understand the terms 'biography' and 'autobiography' and can use them appropriately. Extract and interpret information effectively from biographical and autobiographical sources. Research, prepare and present orally a reasoned account of a particular life. Write an effective biography or autobiography.

Identify features of fiction genres. Plan and write a short story that conveys the passing of time in a non-linear way, for example using flashbacks. Make a collection and display of different fiction genres. Ask children to add to it based on their own wider reading experience. Use drama activities to explore typical characters, setting, and events. Children plan and write their own extended story. Children use different narrative techniques to engage the reader and to use paragraphs to add pace or emphasis.

PATHS- Rules/Settling in to a new class.

RE - Relate to class rules; discuss possible rules in a castaway society. Mindmap problems in society and solutions. Look at religious rules i.e. 5 pillars of Islam, 10 Commandments.

Art

Sketching animals found in Antarctica and focusing on shading.

DT

Shelters- Design, make and evaluate a shelter which could be used on an expedition to Antarctica. Use a variety of different materials and shapes to explore the best structure and materials for making their tent.

Antarctic Adventurers

French- Animals

PE – Football - Developing passing, shooting and defending skills in a match situation.

History/Geography

Antarctica- Identify Antarctica on a world map and plot Shackleton's route using lines of latitude. Explore time zones and discuss why we have them. Compare Antarctica to the UK- How is it similar? Different? Chn will make a timeline of Shackleton's Endurance expedition and compare to other expeditions.

Science-Living things and their habitats- describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals give reasons for classifying plants and animals based on specific characteristics

Maths

Place Value- Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. Round any whole number to a required degree of accuracy. Use negative numbers in context, and calculate intervals across zero. Solve number and practical problems that involve all of the above.

Addition, subtraction, multiplication and division- Solve addition and subtraction multi step problems. Multiply a 4 digit number by a 2 digit number.

Divide numbers up to 4 digits by a 2 digit number.

Perform mental calculations.

Identify common factors, common multiples and primes.

Use knowledge of the order of operations to carry out calculations.