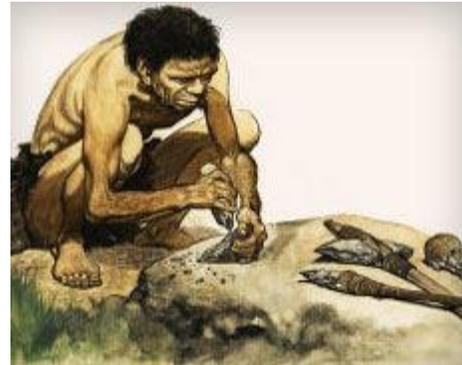
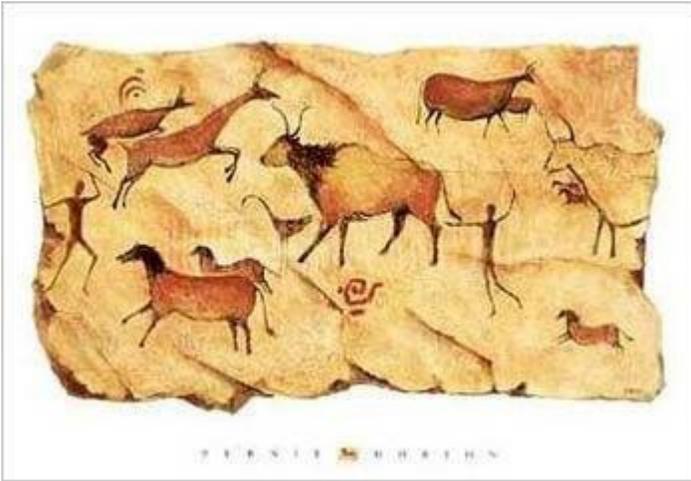


Theme: Stone Age to Iron Age



Areas of Learning

As Scientists we will be learning about different rocks and describe them using their properties. We will think about why and when certain rocks are used.

As Artists we will be looking at different styles of artwork and using our theme as inspiration for creating artwork. We will use a range of materials to create our work.

As Historians we will consider how the lives of people in the past are different to our own and why this is. We will think about when events from the past happened, arranging them in chronological order.

Community

We will think about different charities, and why we need to raise money for them. As part of Enterprise Week, we will invite people in to buy the products we make, and ensure our proceeds go to a worthy cause.

Diversity

We will discuss how people make different journeys and why these are significant. We will also explore why locations and settings are important, and why Bethlehem is significant to Christians.

Enterprise

As part of Enterprise Week, we will plan and make products to sell. We will consider our budget to buy the materials we need and calculate the profit we make.

Environment

We will look at our environment focusing on the rocks that we can see around us, thinking about their properties and grouping them accordingly.

Skills

Application to Everyday Life

Using Communication

I can communicate using different mediums.
I can consider the audience and purpose when communicating.
I can consider how layout and presentation are important to communicate effectively.
I can edit my work, considering spelling, punctuation and vocabulary.

Using Mathematics

I can recall and use multiplication and division facts.
I can multiply a one-digit number by a one, two or three-digit number using formal written methods.
I can solve one and two step problems in different contexts.
I can estimate and use inverse operations to check my answers.

Using Computing

I can become familiar with an image and animation program.
I can create, test, improve and refine sequences of instructions to make things happen.

Areas of Learning

Science/ Art/ Geography

Science

I can name some rocks and where they are used.
I can ask question and decide how to find the answers.
I can make simple comparisons.
I can use different types of enquiries to answer questions.
I can identify similarities and differences related to simple scientific ideas.
I can recognise when a test is fair.

Art and DT

I can depict images using different influences.
I can explore and create art.
I can explore ways of making structures stable.
I can plan my design.

History

I can explore how people lived.
I can arrange events from the past in chronological order.
I can place events, people and changes in correct periods of time.
I can use dates and vocabulary relating to passing of time.
I can describe and make links between events and changes.
I can ask and answer questions.
I can use a variety of sources to find out about events, people and changes.

RE

I know the significance of different journeys.
I know the importance of journeys for Christians.
I understand the feelings and experiences of people when they carry out journeys in their lives and the impact this can have.

PSHE

I can use a range of words to explain how I and others are feeling.
I can identify feelings in others using body language and tone of voice.
I can identify the links between feelings, thoughts and actions in myself and others.
I can recognise positive qualities in myself and others.

Music

I will become familiar with relating rhythms to notations.
I can use notation to create a rhythm that I can perform.
I can use an instrument to create a rhythm.
I understand how to use a rest in rhythms.
I can play part of a group.
I can plan an accompaniment.

PE, Health & Well-being

I know the importance of warming up before I exercise and cooling down after exercise.
I can pass a ball with accuracy and control.
I can develop a broader range of techniques to attack and defend.
I can use simple choreographic principles to create a dance.