

ENGLISH

Write persuasive advertising leaflets to promote a hotel.
Read poems and stories from African culture and use the ideas as a stimulus for our own creative writing.
Read 'Journey to Jo'Burg' and explore the issue of Apartheid.
Debate environmental issues.

MATHS

Use scales on maps and to calculate distances between places on maps of the world, continents and countries.
Plan a budget for a holiday and a summer party.

ICT

Use the internet to explore the differences between world climate zones.
Present research using a range of programs.
Use control programs to create an animation.
Write and debug programs.
Create a rainforest scene using an art package.
Create a promotional video.

ART AND DESIGN

Study the work of the artists Tilly Willis and Henri Rousseau as a stimulus for our sketches and paintings.
Create 3D models of animals.

SCIENCE

Humans: the body's circulatory system; and the impact of diet, exercise, drugs and lifestyle on the way that our bodies function.
Living things: plant reproduction (including seed dispersal and germination) and the life cycles of insects and animals.

GEOGRAPHY

Explore a range of environmental issues, including ways in which we impact on our environment and therefore how we can improve the environment in which we live: locally, nationally and globally.
Study a range of the world's climate zones, locating them on a world map.
Research life and living in different African countries.

HISTORY

Investigate living under Apartheid in Africa and how life has changed for people today.

Under Golden Skies

DESIGN TECHNOLOGY

Design and make a pair of slippers based on an animal theme for the WWF.

MUSIC

Listen to music and songs from the African culture.
Compose songs on an environmental theme.

MFL

Continue to develop skills in speaking and writing French.

PE

Take part in games from African culture.
Play a range of strike and fielding games.
Preparation for Sports Day.