

GEOGRAPHY

Geographical Enquiry

- Find answers to their own geographical questions.

Physical Geography

- Know the climate of the Caribbean and explain why this is so.
- Explain why islands have different weather to main land countries.
- Compare the Caribbean islands to another in North America – climate, physical features and settlement.

Human Geography

- Imagine what it would be like to live on a small island and issues to do with food, transport and energy.

Geographical Knowledge

- Locate the islands in the Caribbean and know their principle towns.
- Know that the Caribbean is part of the continent of North America.

HISTORY-

Key figures: Floella Benjamin

- Describe the social, ethnic, cultural or religious diversity of past society.

DESIGN AND TECHNOLOGY

Create a Caribbean fruit smoothie. Discuss weather, climate. Think about colour and final presentation. Look at soft drink packaging.

Developing, planning and communicating ideas

- Come up with at least one idea about how to create their product.
- Suggest some improvements and say what was good and not so good about their original design.

Cooking and nutrition

- Know what to do to be hygienic and safe.
- Think about what they can do to present their product in an interesting way.

Working with tools, equipment, materials and components to make quality products

- Tell if their finished product is going to be good quality.
- Conscience of the need to produce something that will be liked by others.
- Show a good level of expertise when using a range of tools and equipment.

Evaluating processes and products

- Thought of how they will check if their design is successful?

R.E.

Pilgrimage

- Why do people of faith make a pilgrimage?
- Talk about places have significance for me and say why they are important.
- Discuss why people participate in pilgrimages
- Talk about what believers of different faiths do on a pilgrimage.
- Ask questions and suggest answers about what motivates people to participate in a pilgrimage.

Y4/5 Rotation A

Islands

COMPUTING

Year4

- I can experiment with variables to control models
- I can use repeat instructions to draw regular shapes on screen
- I can use turns in my instructions with specific degrees of turn
- I can give an on-screen robot specific directional instructions to get from x to y
- I can make accurate predictions about the outcome of a programme I have written

Year 5

- I can combine sequences of instructions to turn devices on and off
- I understand the terms *input* and *output*
- I can use an ICT program to control an external device that is electrical and/or mechanical
- I can use ICT to measure sound or light or temperature using sensors
- I can write programmes using sequences and repetitions.

SCIENCE

- Describe and compare the life cycles of a range of animals, including humans, amphibians, insects and birds.
- Describe the life cycles of common plants.
- Describe and explain the process of respiration in humans and plants.
- Talk with knowledge about birth, reproduction and death of familiar animals or plants.
- Explore the work of well know naturalists (David Attenborough and Jane Goodall.)
- Create a timeline to indicate stages of growth in humans.
- Explain what puberty is.

MFL

Say/Write

- Towns in France
- Places in France
- Directions

Including

- Adapt a known phrase - oral
- Read simple directions

ART Knowledge, skills & understanding. Fish art (The Deep), ICT patterns, Cesar Monrique fish paintings, 3D textiles (wire fish/sweet paper collage).

- Create a piece of art work which includes digital images they have taken.
- Combine graphics & text based on their research?
- Experiment with different styles which artists have used?
- Experiment with & combine materials & processes to design & make 3D form?
- Use their sketch books to compare & discuss ideas with others?
- Identify & draw simple objects, & use marks & line to produce texture?
- Use their sketch books to express their feelings about various subjects & outline likes & dislikes?
- Scan images & take digital photos, & use software to alter them, adapt them & create work with meaning? (images of fish from The Deep)