

ICT

- Continue to develop our Microsoft Publisher skills, designing book front covers.
- Embed hyperlinks and video clips in our PowerPoint presentations: 'The Great Outdoors on Wirral'.
- Use Google Earth to locate mountains and rivers.
- Use the internet for researching mountains of the world.

ENGLISH

Read and write a range of fiction and non-fiction texts linked to the 'Great Outdoors' topic:

- Personification poetry
- Adventure stories
- Recounts of events, including mountaineers' diaries
- Biographies of mountaineers
- Reports based on mountain research
- Newspaper reports
- Comprehension work.
- Debates linked to the preservation of mountain ranges

SCIENCE

Classification and 'Evolution and Inheritance':

- Classification of all living things in 'The Great Outdoors':
 - ◇ How all living things are classified
 - ◇ Use sorting diagrams to classify
 - ◇ Investigate the growth of micro-organisms
- The life and work of Mary Anning when we look at the evolution and inheritance of creatures in the 'Great Outdoors'.

GEOGRAPHY

- Mountains in The British Isles.
- Mountain ranges around the world.
- How mountains and rivers are formed; use geographical vocabulary to identify key features.
- Weather variations in mountain regions.
- How tourism affects mountainous areas.
- Read contours on a map and identify key features on a mountain using an Ordnance Survey map.

The Great Outdoors

ART

- Enter the 'Great Outdoors' to carry out a close scrutiny of our surrounding area.
- Produce focused sketches of the school grounds and create our own outdoor scenes.
- Expand a horizon using a range of drawing tools.
- Develop skills of drawing landscapes in perspective.
- Create mountain collages.

HISTORY

- Study famous mountain expeditions and explorers. In particular, children will find out about the expedition of George Mallory and Tenzing Norgay up Mount Everest.

EVEREST EXPEDITION DAYS.

For two consecutive days we will imagine we are climbing Mount Everest. On day 1, we will learn about...

- Different parts of the climb.
- Equipment we would need.
- The cost of the trip
- The dangers of climbing.

We will keep a diary of events throughout the two days.

On day 2, we will take part in activities to help us to imagine just how difficult it really is to climb a mountain.

PHYSICAL EDUCATION

- Choreograph our own dance pieces based on 'The Hall of the Mountain King'.
- Take part in orienteering, using the school grounds, to explore 'The Great Outdoors'.

DESIGN TECHNOLOGY

Become architects and take part in the 'Great British Build Off':

- Investigate existing shelters.
- Work in groups to plan and build a shelter that must be stable and withstand the elements.

MATHS

We will work through the 'Maths No Problem' scheme, but puzzles and challenges will be linked to the theme where possible.

- Numbers to 10 million
- Four operations on whole numbers
- Fractions
- Decimals.

MUSIC

- Learn songs about 'The Great Outdoors' and study their structure.
- Use these ideas to compose our own songs.
- Study the life of Edvard Grieg, the composer of 'Hall of the Mountain King.'