

OUR DRIVERS:

Spiritual, Moral, Diversity & Beliefs

Communities & Environment

Life Skills

Personal, Social & Emotional Well Being

English

- To learn to tell the story of Alice in Wonderland.
- To write a discussion text (2 sided argument) based on Alice's decisions to follow White Rabbit.
- To write poetry using rhyming couplets based on Lewis Carroll's Twinkle Twinkle Little Bat.
- To develop their use of fronted adverbials, noun phrases and paragraphs within their writing.
- To draw inferences, with evidence, to identify characters thoughts, feelings and motives.
- To prepare poems to read aloud and perform using intonation, tone, volume and action.

Languages - French

- En route pour l'école. Learn some new 'directional' & 'locational' words. Ask and answer questions. Develop accurate pronunciation.

Geography

- To use atlases, maps & aerial photos to identify and talk about the features in our local area.
- To complete surveys about our local area.
- To explore maps to identify counties and cities within our area of the UK.
- To use OS maps to follow routes.
- To understand how to use grid references on maps.
- To plan a route to Charney Manor using an OS map.
- To understand how to read and follow a compass.

History

- To identify the time in which Alice in Wonderland was written and to place on a timeline.

Physical Education

- Learn to swim confidently & use a range of strokes.
- To perform a safe self-rescue in the water
- To develop flexibility, strength, technique, control and balance through gymnastics
- To develop running skills & stamina through the Daily Mile.

Personal, Social, Health Education

- Puzzle 5: Relationships. Jealously. Love and Loss. Getting on & Falling out. Girlfriends & Boyfriends.
- Puzzle 6: Changing Me. How babies grow. Having a baby. Outside & Inside body changes. Girls and Puberty.



Wow Moment:

Charney Manor Residential, cost of £35

Outcomes:

1. To go on an overnight residential to Charney Manor using map skills.
2. To organise a MadHatters Tea Party to invite their parents to.

Music

- To learn to play note G on the recorder & play with greater fluency in an ensemble.
- To explore the song 'Lean on me' by Bill Withers through pulse, rhythm, pitch, singing and playing instruments.

Art and Design

- To research the illustrations of John Tenniel.
- To create teacup art mastering the use of a range of materials focusing on line, shape and pattern.

Maths

- Decimals - write, compare, order, round
- Money - ordering money, estimating, 4 operations
- Time - 12hr & 24hr time, hours, minutes & seconds
- Statistics - charts, line graphs, comparison, sum & difference
- Shape - angles, triangles, quadrilaterals, symmetry
- Position/Direction - draw & move on a grid, describe

Religious Education

- Why are some books sacred?
- What festivals and celebrations are important?

Science - Sound & Electricity

- Identify how sounds are made - vibrations
- Find patterns between the pitch and volume of a sound
- Recognise that sounds get fainter with distance
- Identify common appliances that run on electricity
- Construct a simple series electrical circuit, identifying and naming its basic parts
- Test a lamp & a switch in a simple series circuit
- Recognise some common conductors and insulators

Computing

- Effective searching on the internet
- Learning about hardware - the parts of a computer
- Logo - inputting instructions to direct it
- E-safety - Continue using Gooseberry Planet to build up our understanding of staying safe on-line.

Design and Technology

- Design a MadHatters tea party by carrying out research and a tasting survey
- Prepare, make and cook a range of items for the tea party understanding the need for a varied and healthy diet.