

OUR DRIVERS:

Spiritual, Moral, Diversity & Beliefs

Communities & Environment

Life Skills

Personal, Social & Emotional Well Being

English

To learn to tell the story of Stone Age Boy and re-write it introducing a new character.

To write a set of instructions using prepositions and imperatives.

To write a cinquain poem based on the Stone Age.

To use and understand the present perfect tense.

To place the possessive apostrophe accurately in words with regular plurals.

To spell homophones.

Language - French

Food Glorious Food - diff. food, likes & dislikes

Family and Friends - learn family, pets & rooms

Geography

Focussing on Human and physical geography over time in our local area.

Being able to use OS maps and use of sources.

Be able to create maps using own photos of our local area.

Looking at the areas of Stone Henge and Skara Brae.

History

Focussing on the 'Stone age, Iron age and Romans'.

Being able to use historical sources to inform understanding.

Look at people and places of in history within our local environment.

Focus on historical changes in Britain.

Understand the achievements of key civilisations and their impact on us today.

Create timelines of events.

Look at historical artefacts to inform knowledge of a period of time.

Physical Education

Football - To learn to maintain possession of a ball, pass to teammates and to follow the rules of a game fairly.

Tennis - To learn to throw, catch and strike a ball with accuracy, aware of space on a court.

Personal, Social, Health Education

Jigsaw

Puzzle 3: Dreams and Goals - to identify dreams and goal and know how to achieve these

Puzzle 4: Healthy Me. To identify how to keep the body healthy and safe.

Bluebell Class - Stone Age - Iron Age - Spring Term



Outcomes:

1. To design and make Roman Jewellery
2. To create and make a stone age banquet
3. To perform a piece of music to others.

Music:

Using the Charanga scheme.

Glockenspiel stage 1: A 6 week unit learning how to play the glockenspiel and perform to an audience. Students will use their recorder skills to develop knowledge of reading music.

Art and Design

To explore prehistoric cave art, understanding developments in art history and importance of mark making.

To create pictures of Stonehenge using charcoal and chalks.

To create Designs for Roman Jewellery and make ideas using clay.

Look at the work of key architects in history.

Mathematical Understanding

To use the Mastery approach to teach: multiplication and division - multiplying 2 digits by 1 digit.

Money - adding and subtracting money.

Statistics - pictograms, bar charts and tables

Length and perimeter - comparing lengths, measuring and calculating perimeter.

Fractions - making the whole, counting in tenths, fractions on a numberline.

Religious Education

Is a Jewish child free to choose how to live?

Does Easter make sense without Passover?

Science

Explore contact and non-contact forces, and their relationship with us today.

Understand different materials and their properties and uses.

Be able to plan, predict, conduct, record and report on different experiments.

Look at how sound travels and compare to light.

Computing

Email - To send and receive emails safely. To add attachments to emails.

Coding - create a program that can repeat actions. To know what debugging means.

Design Technology:

Create a crane for the Stone Age: Looking at levers and pulleys.

Investigate food of the Stone Age and be able to create and follow a recipe and evaluate.