

English

Roald Dahl / Recount Biography
Fables
Novel as a theme

Maths

- Place Value
- Mental Calculation
- 2D shape and length
- Statistics
- Addition and Subtraction.

Computing (Research)

- Finding information about Roald Dahl
- Cavemen

Geography (Stone Age to Iron Age)

- Link with work in Science - explore different kinds of rocks and soils, including those in the local environment.
- Look at the different countries where there is evidence from the Stone Age up to the Iron Age.
- Use maps, atlases, globes and computer mapping to locate countries and describe features studied.
- Ask relevant questions about why things happen and how things work.

PE

Invasion games
Throwing and catching and developing tactics.
Sending and receiving balls.

History (Stone Age to Iron Age)

- Changes in Britain from the Stone Age to the Iron Age. This includes: late Neolithic hunter gatherers and early farmers e.g. Skara Brae; Bronze Age religion, technology and travel e.g. Stonehenge and Iron Age hill forts: tribal kingdoms, farming, art and culture.
- Ask different types of questions and decide how to find the answers.
- Ask relevant questions about why things happen and how things work.

Music Let Your Spirit Fly

Listening and Appraising
Singing and playing musical instruments.

Science (Rocks and Soils)

- Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.
- Describe in simple terms how fossils are formed when things that have lived are trapped within rock.
- Recognise that soils are made from rocks and organic matter.
- Investigate objects and materials using senses.
- Explore materials to test their ideas about cause and effect.
- Explore and experiment with resources and materials.



Meet the Flintstones

DT (Stone Age to Iron Age)

- Make a Stone Age pot and a stone circle
- Make a hill fort
- Generate, develop and communicate ideas through research, discussion and sketches.
- Select from and use a wider range of materials, tools and equipment to perform practical tasks.
- Evaluate their ideas and products against their own design criteria.
- Generate imaginative ideas in response to stimuli.
- Evaluate the quality of an outcome.

RE

- Called by God

Hook: Watch Flintstones

Experience: Visit to Borwick Hall?

Celebration: Croods DVD.

Art (Stone Age Art)

- Cave Art: cave paintings, drawings and cave carvings.
- Making jewellery
- Record observations in sketchbooks and use them to review and revisit ideas.
- Improve techniques including drawing, painting and sculpture with a range of materials such as pencil, charcoal, paint and clay. We will even be making our own Stone Age paint!

Languages (French)

- Listen attentively to spoken language and show understanding by joining in and responding.
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sounds and meaning of words.
- Engage in conversations; ask and answers questions and express opinions.

Learning to Learn: Reflective

I help to set my own targets.