

English

- Novel as a theme (The Iron Man)

Guided Reading:

Poetry - Classic The Coming of the Iron Man - Brenda Williams.
SPAG - conjunctions, fronted adverbials, subordinate clauses

R.E. (Exploring the Sadness and Joy of Easter)

Thinking about the conflicting emotions of Easter
Writing a poem about the vents on Palm Sunday
Watching clips of the Miracle Maker about Holy Week
Drama - Maundy Thursday

PE

Fencing - Outside provision.
Athletics -
Throwing- pull throws , push throws,
Jumping - from stationary and from a run
Running - Ways to improve using a good style
Building up stamina for running.

Maths

- Place value
- Mental calculation
- Fractions
- Measures - Making potions when measuring capacity.
- Using balances to find the mass of objects and then use scaling.
- Statistics

Geography

The UK- seas, rivers, main towns name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time

Music

Learning the recorder. -Playing notes
BAG
Lancashire Music Scheme -
Three Little Birds



The Iron Man



Computing (Animation)

- Use a drawing package to create your own illustration of an Iron Man / Woman.
- Make a motion animation based on the story or about another robot.
- Powerpoints - making information texts about the Romans.

Hook: Watch the Iron Man film.

Experience: Playing with Magnets

Celebration: Making Robots with Parents.

Learning to Learn: Resilience: I manage distractions at school and I am getting better at this whilst doing my homework.

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.

Science (The Iron Man)

- Magnets and Forces
Why and how things move?
How do we stop and start objects moving?
Investigating the uses of magnets.
Learning that magnets attract and repel
Learn that Magnetism is a force
Learn that a magnet has a north and south pole.
Understanding that like poles repel and unlike poles attract.
Making a magnetic game.

D.T. (Mechanical systems - levers and linkages)

- Making models using links and levers to make things move.
Making Iron Men - based on the story.

Art

Printing - with bits of metal / wood
Patterning.
Escher - Artist - Tessellation.

History

Finishing off Romans
Visit to the museum- Roman Armour,
Roman artefacts and the links to Lancaster
Looking at what a Roman civilian needed as he travelled about.