

English:

Fables

Identify different features of fables.
Make simple notes and retell a fable orally.
Demonstrate use of techniques to engage and interest their audience when retelling a fable orally.

Create their own version of a fable

Poems with a structure

Read and analyse poetry and write their own - Kenning/Haiku

Mathematics:

Mental maths

Place value

Statistics

All 4 operations - written method

Shape

Geography

What is our planet made of?

What is a mountain?

How are they formed?

Where can we find mountains?

What is a volcano?

How are they formed?

What happened during an eruption?

Where can we find volcanoes?

What is an earthquake?

Why do earthquakes happen?

What happens during an earthquake?

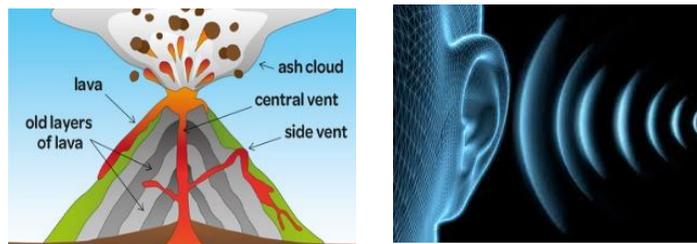
French

Describe:

some parts of the body.

how they are feeling and give reasons
their appearance and character orally

Volcanoes and Sound!



Hook: "the Power of the Planet film - Volcanoes

Experience: Various "volcanic" Science experiments

Celebration: French Day

Science

How can we describe sounds?

What is the difference between sound and noise?

How do we hear sounds?

What happens to a sound the further we get from the source?

How are sounds created?

How do sounds travel?

How can sounds be changed?

How can we block or muffle sounds?

What if there were no sounds?

What if we didn't have ears?

PE: Gym/Swimming

Swimming at Heysham High School (supervised by qualified staff)

Tennis

Athletics

Music:

- Analyse and compare sounds.
- Explore and explain their own ideas and feelings about music using movement, dance, expressive language and musical vocabulary.
- Improve their own and others' work in relation to its intended effect.
- Use and understand staff and other musical notations.

Develop an understanding of the history of music

Art & DT

Links between colour and music/sound

Design their own musical instruments

Explore different mediums of art

RE:

What is prayer?

How do people pray?

When do people pray?

Why do people pray?

Where do people pray?

Computing:

Sound and multi-media programs (Audacity)
select and import sounds (eg own recording,
sound effects bank created by teacher and
video/visual effects into a multimedia
presentation).