WAR AT HOME

Theme - History/Geography

The key theme of our topic is WW2. We will be learning about Eastfield and Wolverhampton during WW2 and what it was like for children in the war.

In Geography, we will look at Independent fieldwork enquiries and will carry one out independently. Observing, measuring, recording and presenting their own fieldwork study of the local area.

PE

Games - cricket

Athletics - track and field (Sports Day practise)

Outdoor Education.

RE

Sikhs in Wolverhampton: What can we learn? Gurus, worship, service and the Wonderful lord

Maths

Children will learn to:

- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in irregular and regular polygons.
- Describe positions on the full coordinate grid and draw and translate simple shapes and reflect them in the axes.
- Solve simple ratio and proportion problems (involving multiplication, division, percentages, fractions and multiples).

English

Narrative - Michael Morpurgo - Friend or Foe and War Horse

Historical Narratives used for Non-fiction writing - persuasive & explanatory texts - Boy in the Striped Pyjamas

Narrative - short stories with flashbacks—Girl in the war, German in the wood (Literacy Shed)

Read and Respond & Talk for Writing — "Boy in the Striped Pyjamas"

PSHE

SEAL Choices and Values Cyber bullying SRE — Puberty Wolverhampton Puberty pack. Lessons 1-4 Relationships / Changes SEAL SATs stress buster

Drugs and Alcohol - Wolverhampton Scheme of work DRUGS Lesson one- 'Why do people ever take drugs? 'Why do people take drugs and what are the effects and risks?' Lesson two - 'What do YOU think?' 'To decide what risks there are in taking drugs and pass the information on to others.' Lesson three -'Survival.' 'To learn ways to cope and get out of a risky situation'

Computing

Creating media — 3D modelling Learners will develop their knowledge and understanding of using a computer to produce 3D models. Learners will initially familiarise themselves with working in a 3D space, moving, resizing, and duplicating objects.

Programming B — sensing movement brings together elements of all the four programming constructs: sequence from Year 3, repetition from Year 4, selection from Year 5, and variables Y6 spring

Languages

French food and menus, the past perfect tense, the simple future tense, the alphabet.

Design and Technology

Mechanisms - Gears (WW2 tank)

Electronics -   adding computer programming to make the tank move.

Art

Drawing - perspective (pencils)

Printing - creating faces (Alexander Bogen)

Music

Through the unit You've Got a Friend, children will create simple melodies using up to 5 notes and simple rhythms that work musically.

Science

Evolution and Inheritance—fossils plant and animal adaptations and offspring variations.

Animals inc Humans—diet, exercise, sun and drugs—effects on the human body.