

A Large and Dirty Town

Theme - History/Geography

The key theme of our topic is Wolverhampton during the Victorian Era. Children will learn what it was like for children living in Victorian times and how life changed in our locality during this time.

In Geography, children learn where our food comes from. They will look at the distribution of the world's biomes and mapping food imports from around the world; learning about trading fairly, focusing on Côte d'Ivoire and cocoa beans; exploring where the food for the children's school dinners comes from and the argument of 'local versus global'.

PE

Games - Trigolf Athletics-javelin long and short distance running, Sports day practise

Outdoor Education - follow routes, simple compass bearings, orientate a map, guiding and trust games

RE

Summer 1 - Why does the prophet matter to Muslims?

Summer 2 - An enquiry into visiting places of worship

Maths

Children will learn to:

- Compare, round, add and subtract fractions with the same denominator and recognise and write decimal equivalents.
- Identify, compare and classify geometric shapes including identifying acute and obtuse angles and finding their area by counting squares
- Complete a simple symmetric figure.
- Describe movements on a 2D grid as coordinates in the first quadrant and describe movements as translations of a given unit.
- Read, write and convert time between analogue and digital 12- and 24-hour clocks.

English

Narrative - Plays—Peter Pan/Hetty Feather

Narrative - Stories with issues and dilemmas—Hetty Feather

Narrative Stories with issues and dilemmas: Hetty Feather

Non-fiction - Information text—Victorian Wolverhampton

Poetry - Creating images—chimney sweep poem

Read and Respond & Talk for Writing - Hetty Feather

TRANSITION UNIT OF WORK Perfectly Norman by Tom Percival Transition 2 weeks

PSHE

Relationships, online relationships (e-safety)

SEAL

Relationships / Change

Languages

Clothes, food, food project, revision

Design and Technology

Textiles - Rag Rug

Electronics - Victorian silhouette torch

Computing

Creating media - Photo editing Learners will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused.

Programming B - Repetition in games This unit explores the concept of repetition in programming using the Scratch environment. Learners look at the difference between count-controlled and infinite loops, and use their knowledge to modify

Art

Collage - Quilling (Sena Runa)

Theme—Impressionism

- Pastels (Edgar Degas)

Music

Through the unit Blackbird, children will rehearse and perform their part within the context of the Unit.

Science

Sound - how we hear, vibration and pitch

Electricity - simple series circuits with pictures (not circuit diagrams)