

## History

Who are the Tudors? Where they came from? How did their period start and end? All these are questions which we will answer through our History unit on 'The Tudors'.

We will be learning about Tudor monarchs, especially the very controversial Henry VIII. The children will also be exploring life during Tudor times and how different it was for the rich and poor. Then, they will also learn about the famous explorers during Tudor times, comparing different sources of information and working to develop evaluation skills.

## English

We will be reading the book 'The Prince, the Cook and the Cunning King' by Terry Deary. During Reading focused weeks, we will use VIPERS to improve our comprehension skills.

The book is written in the first person and so we will learn to write a narrative from a character's perspective using the first person. Our aim is to develop the skill of 'Show not Tell' which means to show the emotion through our writing rather than simply saying it. Furthermore, we will look at different letter types and learn to write a persuasive letter. The children will explore the different persuasive techniques including rhetorical questions and flattery they can incorporate. Throughout this half-term, we will consolidate planning, writing, editing and publishing.

## Science

In Science, children will explore light and dark and learn about light sources. We will examine how light travels differently on different surfaces and experiment with shadows.

# YEAR 3

## SPRING TERM 1 2020

### Happy New Year

The Year 3 Team wishes all the children and families a Happy New Year.

We started off this term learning about and making our very own New Year resolutions. This helped us to stop and reflect on the year so far, looking at what went well as well as, what we could still improve upon.

This links in very well to our value for this half-term... being Reflective.



## DT

This half-term, children will be using their skills of Design and Technology to build a model of a Tudor House. They will have to decide on the best tools and materials to use, take measurements to the exact cm and work together in small groups to cut and assemble different pieces to assemble the model together.

## PSHE

Our value this half-term is 'Reflective'. This involves recognising similarities and differences between ourselves and others. We will also be looking at how to recognise our feelings in different situations and how best to deal with them. We will discuss the best approaches to standing up for ourselves and others.

## Maths

As Mathematicians, we will explore a range of fluency, reasoning and problem-solving questions in the following strands:

**Place Value** We will use place value to read, write and partition numbers. We will also be rounding numbers to the nearest 10 or 100, comparing and ordering numbers as well as completing number sequences.

**Addition & Subtraction** We will be recapping all addition and subtraction strategies learned this year and choose the best strategy depending on the number sentence.

**Multiplication & Division** Children will learn written methods to multiply and divide as well as learn how to decide on the best methods to use.

**Statistics** We will learn to interpret pictograms and bar charts as well as use tables to present data.

## Computing

The children will be introduced to algorithms and programming using Scratch Jr, a tablet-based version of Scratch aimed specifically at younger students. They will be taught how to use Scratch Jr. to create, move and size characters then how to sequence instructions including the use of a repeat command.

## English:

This half term, the English theme is *The Anglo Saxons*. English, History and Design & Technology will be closely linked as students read the fictional text *Beowulf* by Michael Morpurgo and learn about the historical context of life during the Anglo Saxon era.



**Writing:** We will be looking at two types of writing this half-term:

- Myths
- Play scripts

**Reading:** Students will continue to use the **VIPERS** reading strategies to boost key reading and comprehension skills in Year 4. We will be focusing on these skills throughout the school year:

**Grammar & Spelling:** these will be embedded into English lessons and linked to the text type being taught. Reading Eggspress will also be a major platform for practising strategies for spelling. Students will then apply these strategies within the context of our English lessons.

## Computing

Using Turtle Logo software, the students will be introduced to the concept of programming and creating algorithms. They will be taught to create graphic images with the 'Logo' programming language, by stipulating commands.

Towards the end of the half-term, the students will then extend their skills and understanding of algorithms to use the Scratch 2.0 programming software. This will link to their Geometry work in Maths. Using the programme, they will create and debug algorithms to draw shapes and different pattern forms.



# Year 4: The Anglo – Saxons Spring Term 1 2020

## History & DT

In History this half term, students will research and explore the Anglo-Saxons. Using a range of resources, students will use the archaeological evidence at Sutton Hoo to ask and answer questions. They will also use their research skills to find out about who the Anglo-Saxons, Picts and Scots were and learn where they came from. Year 4 students will then explore the culture of the Anglo-Saxons, including art, music, legends and poetry.

In DT, Year 4 students will be designing and making Anglo-Saxon styled costumes in line with English and History. They will be able to apply their knowledge of measurement to help them design well-fitting costumes which will be used in their class performances of *Beowulf*.

## P.S.H.E

### Reflective

Our value for the first half of the term will focus on being reflective learners. Students will learn about the importance of reflecting on both their learning and actions through games and role play.

## Science

Year 4 students will be working scientifically in order to classify electrical and non-electrical appliances. They will explore and construct simple series electrical circuits, identify and name their basic parts including cells, wires, bulbs, switches and buzzers. Then, using the scientific method, students will also have the opportunity to investigate how electrical appliances work. They will further extend and embed this understanding, by using their knowledge of circuits to design and create their own electrical game.

## Mathematics

In line with the Mastery approach to Maths, students will continue to practice fluency, reasoning and problem solving tasks to reach a greater depth of understanding. They will also have the opportunity to apply their Mathematical knowledge to conduct investigations and solve real life problems.

**Number and Place Value** – review the value of digit in a number, round numbers to the nearest 10, 100 and 1000 and solve number and practical problems.

**Addition and Subtraction** - use a range of different strategies to solve mental and written calculations. Apply knowledge of addition and subtraction to solve real life problems.

**Multiplication and Division** – explore different strategies to solve mental division and multiplication problems. Students will begin to identify factor pairs to understand commutativity. Students will also revisit multiplication facts and use partitioning and chunking to solve written calculations.

### Measurement:

- **kilograms and grams**

Students will use related facts to convert between kg and grams. Students will also estimate, compare and calculate different measures using kg and g.

- **temperature in degrees Celsius**

using the context of temperatures on a thermometer, students will learn to read, order and compare both positive and negative numbers.

**Geometry** – Students will review the properties of 2-D shapes as well as compare and classify quadrilaterals, triangles and 2-D geometric shapes. This term Year 4 students will also be learning how to plot a given set of coordinate pairs. Students will also describe positions on a 2-D grid and use their knowledge to create their own maps.

**Times tables** – Students' knowledge of all their times tables will be practiced regularly.

## ENGLISH

Children will read a range of biographies and further develop their reading comprehension skills using the VIPERS question stems. In Writing, they will identify the key language and structural features of this text type, then plan and write their own biographies of scientists. Children will then explore a range of persuasive leaflets by also analysing the key features of structure and language before writing their own.

## HISTORY

As Historians, children will investigate the history of space exploration from the Space Race until the present day. They will explore the competition between the USA and the USSR as these two countries battled for bigger and better achievements, from sending dogs into space, to space walking and landing on the moon. They will evaluate the Apollo 11 and Apollo 13 missions and research some of the different ways astronauts and scientists explore space today.

## SCIENCE

As Scientists we will continue to explore the topic of Space. Children will identify and name the planets and bodies of the solar system and describe the movement of the Earth, and other planets, relative to the Sun. They will use the idea of the Earth's rotation to explain day and night, and the apparent movement of the sun across the sky and learn about the different moon phases.

## ART

As artists, we will learn about Peter Thorpe, his style of paintings and examples of his work. Then create our own space themed art in the style of Peter Thorpe.

# YEAR 5

## SPRING TERM 1 2020



## EARTH AND SPACE

### PSHE

Through our topic of being Reflective, children will learn to think carefully of what they learn, get ready for obstacles and ask themselves questions about how well things are going and what they should improve.

### COMPUTING

Using Scratch 2.0, the children will design, write and debug to create their own game. This includes using sequence, selection, and repetition in programs; work with variables and various forms of input and output. They will also use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

## MATHEMATICS

As **Mathematicians** we will explore a range of fluency, reasoning and problem-solving questions on the following strands:

### Number and place value

- Identify and estimate numbers on a number line
- Read, write, order and compare decimals
- Round decimals
- Count on and back in decimal steps

### Addition and subtraction

- Add and subtract decimals mentally
- Solve multi-step problems involving money

### Multiplication and Division

- Use partitioning to double or halve any decimal
- Multiply decimals by 10, 100, 1000
- Divide decimals by 10, 100, 1000
- Solve multiplication and division problems
- Convert between different units of mass
- Convert between different units of volume

### Fractions

- Find equivalent fractions
- Compare and order fractions
- Add and subtract fractions with unlike denominators
- Multiply fractions by whole numbers
- Solve problems calculating fractions

### Properties of Shape

- Identify 3D shapes and their properties
- Identify 3D shapes from 2D representations
- Identify nets of a cube

### Measures

- Convert between different units of length
- Convert between different units of mass
- Convert between different units of volume

### Position and Direction

- Plot and read coordinates
- Reflect shapes in a mirror line

## Art:

We will explore the theme of 'Egyptian Culture & Heritage' by looking closely at a variety of drawing and painting techniques and exploring how the illusions of depth, perspective and texture are created using line, tone, hatching and a variety of colour.

We will explore the work of the artist **Gazbia Sirry** closely and create our very own Egyptian inspired art work to reflect our pride and what we love about Egypt by the end of this unit.

## Maths:

In Year 6, we teach a mastery maths curriculum that enables children to develop a deep and secure understanding of mathematics by focusing on a teaching cycle of fluency, problem solving and reasoning skills to show their knowledge and understanding. The topics that we will cover this term include:

### Number and Place Value

- To multiply and divide by 10, 100 and 1000.
- To use negative numbers in context.

### Multiplication and Division

- To use efficient written strategies for multiplication and division of whole and decimal numbers.
- To interpret remainders in context.

### Fractions

- To calculate and recognise equivalent fractions, decimals and percentages.
- To compare and order fractions.
- To calculate fractions of an amount.
- To calculate fractions using BODMAS.

### Algebra

- To express missing numbers algebraically.
- To use simple formula to substitute values into an equation.
- To find pairs of numbers that satisfy two unknowns and find two possibilities.

### Measures

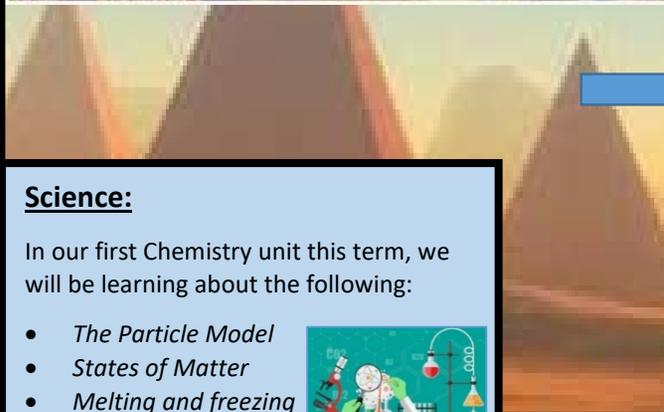
- To estimate and compare standard units of measure
- To solve problems involving standard units of measure (length).
- To solve problems involving standard units of measure (weight).
- To solve problems involving standard units of measure (volume/capacity).
- To solve multi-step problems involving measurement.
- To convert between miles and kilometres.
- To convert between imperial and metric units of measurement.

### Position and Direction

- To recognise positions in all four quadrants in a co-ordinate grid.
- To translate simple shapes in two directions across two quadrants on a co-ordinate grid.
- To enlarge simple shapes across two quadrants on a co-ordinate grid.

# Year 6 Spring Term 1 2020

## Egyptian Culture & Heritage



## English:

Within our writing this term we will be producing the following as we explore key influential Egyptian figures throughout time, both past and present and looking at their life's journeys and greatest achievements:

- **Autobiographies**
- **Biographies**

We will also look at key holiday locations in Egypt and produce **persuasive leaflets** in order to draw tourism to one of Egypt's many wonders.

Reading comprehension will continue to be developed this term using the VIPERS tool, with main focus on non-fiction texts.

## Geography:

We will make strong comparisons and links this term between the UK and Egypt as we take pride in our **Egyptian Culture and Heritage** unit.

We will look at key aspects of geographical, physical and human biology as well as writing **non-chronological reports** on land settlement in the UK and Egypt over time based on our explorations, research and understanding.

## Science:

In our first Chemistry unit this term, we will be learning about the following:

- *The Particle Model*
- *States of Matter*
- *Melting and freezing*
- *Boiling*



We will continue to work on developing our scientific reasoning and vocabulary to produce explanation texts and non-chronological reports whilst developing the following practical skills:

- Observation - through scientific enquiry and investigation
- Classifying - by noticing similarities and differences
- Inference - to provide and explanation based on an observation
- Communicating - in order share our findings using graphs and diagrams

## PSHE:

Our value of this term will be **Reflective**. We will explore this value through looking at how to agree and disagree respectfully with the opinions of others, looking at how to recognise risky choices and debating issues surrounding standing up for our opinions and values.

The topic will encourage us to think about how carefully we think about our actions and words beforehand and teach us strategies in order to explore this more often.



## Computing:

Using Scratch 2.0, the children will design, write and debug to create animated stories. This includes using sequence, selection, and repetition in programs; work with variables and various forms of input and output. They will also use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

