

Class: Cherry

Term: Autumn

Topic: Stones and Bones

History

We will use evidence to ask questions and find out about the past and suggest suitable sources of evidence. We will study Anglezarke Moor to consider the presence of people in Prehistoric times and their history.

We will give a broad overview of life in Britain and changes in locality of school describe the characteristic features of the past e.g. beliefs, attitudes.

Place events, artefacts and historical figures on a timeline using dates and terms to describe events.

Geography

We will use fieldwork to observe and record the human and physical features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.

We will also name and locate counties and cities of the United Kingdom, geographical regions including hills, mountains, cities, rivers, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.

We will describe how the locality of the school has changed over time.

Art

We will collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.

We will use layers of two or more colours, replicate patterns observed in natural or built environments, make printing blocks (e.g. from coiled string glued to a block) and make precise repeating patterns.

We will also, replicate some of the techniques used by notable artists, artisans and designers. Then, create original pieces that are influenced by studies of others.

Design Technology

We will design with purpose by identifying opportunities to design.

Make products by working efficiently (such as by carefully selecting materials).

Create objects (clothing) that employ a seam allowance.

Join textiles with a combination of stitching techniques, use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as soft decoration for comfort in clothing).

Identify some of the great designers in all of the areas of study to generate ideas for design.

Aspirations

Look at fashion and how clothing has changed and improved through civilisations and modern technologies. We will learn about aspirational fashion designers.

Community

Investigate stone age community and look at their villages including housing, job roles and equipment. We will compare this to our community and look at similarities and differences.

Culture

Look at the diet of stone age people. We will consider how they hunted, how they cook and how they prepare food.

Health

Consider the use of fire in the stone age villages and look at fire safety and how we stay safe in our homes.

English

We will complete written units of work including

Stories with fantasy settings

Explanations

Film and play scripts.

This will include the following grammar skills - Subordinating conjunctions, revise word classes – verbs, nouns, adverbs, adverbial phrases, fronted adverbials with use of commas, noun phrases and punctuating speech correctly.

Maths

We will develop skills in the following areas

Place value

Number

Measurement

Multiplication and division

This will include representing numbers up to 1,000, partitioning numbers up to 1,000, adding and subtracting 3 digit number using a written method, calculating area and working in multiples of 3, 4 and 9..

Science

We will initially focus on electricity as a topic. We will construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.

Next we will complete a topic on the different states of matter. Compare and group materials together, according to whether they are solids, liquids or gases.

- Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

French

In French we will.

Music

We will focus on Rock and Roll, and learn that rock and roll music uses blues chord structures, with a fast tempo and strong vocals.

We will then focus on Haiku music and learn that expressive language (like a poem) can be used as inspiration for composing music.

Computing

We will be learning to master coding skills. The children will have the opportunity to explore program design and put computational thinking into practice. This concept involves developing an understanding of instructions, logic and sequences.

We will also be learning the importance of online safety.

PSHE

In PSHE we will be focusing on 'Families and Relationships' and 'Health and Wellbeing'. The children will be learning about:

- Friendship issues and bullying
- Healthy families
- Stereotyping
- Looking after our teeth
- Relaxation
- Communicating my feelings

RE

We will be focusing on two units of work, Hindu Dharma and Christianity (God).

During these units we will be thinking about the key question
How should we live our lives?

PE

Can hold a racquet with a correct technique

Can throw a beanbag and shuttlecock into a target

Can strike a ball with my hand or racquet.

Can throw catch and bounce with consistency.

Inspire • Believe • Achieve



Highfield
Community Primary School