Quest Title:

All Creatures Great and Small













As historians we will...

Learn about the Stone Age to the Iron Age finding out about how their homes and tools changed over time.

As mathematicians we will:

We will recap last year's maths curriculum and then further our place value knowledge and apply this to ordering and comparing numbers to 1000.

Practise counting in various multiples and backwards, learning our multiplication tables with division included.

Focus on the written methods for the four number operations.

As technologists we will:

Create and construct Stone Age tools and Iron Age dwellings, forming an Iron Age Fort.

As scientists we will:

Study **rocks** by comparing their appearance and properties. We will find out about the structure of soils. We will also find out how fossils are formed.

Look at the classification of animals and food chains including predators, producers and prey.

Learn about animal habitats and how environmental change is affecting these.

As writers we will:

Write and perform animal-based poetry, non-fiction and fiction texts.

DRIVERS: Teamwork and Effective	Learning Outside the Classroom	The Arts	Diversity
Participators	and ECO schools		
We will:	We will:	We will:	We will:
We will spend time settling in to school after	Study our Eco topic 'marine environments',	Listen 'Carnival of the Animals',	Study the biodiversity of animals
closure, rebuilding relationships and a team	thinking about animals and pollution.	'Peter and the Wolf' and Flight of	around the world.
spirit to give the children a sense of	Experience Forest School mornings	the Bumble Be. We will create our	Learn about the French language and
belonging.	throughout the year with Mr Wedderkopp.	own animal music.	culture.
The children are encouraged to participate		We will study the work of Heather	We will explore Christianity in RE.
whole-heartedly and have full access to the		Galler and create portraits in the	
creative curriculum this term.		style of Klimt. We will create our	
		own Stone Age artwork	