

The Census: What Can We Learn?

The Battle of Britain

Specific Areas of Learning:

- Number: Fractions, Decimals and Percentages
- Number: Algebra
- Measurement: Converting Units
- Measurement: Perimeter, Area and Volume
- Number: Ratio
- Statistics

Areas of Learning:

- What is the census?
- What the census tells us about different groups of people
- What the census tells us about the types of jobs available over time
- Who lived in the local area in the past?
- When, where and why did WW2 take place?
- Britain's role
- The Nazi invasion
- The Battle of Britain

Maths

(Problem Solving, Reasoning & Numeracy)

- Number
- Measurement
- Statistics
- Reasoning and Problem Solving
- Arithmetic

English

- Kensuke's Kingdom
- Narrative Fiction
- Information Text
- Recount Writing

Key Outcomes:

Kensuke's Kingdom

Developing reading skills and enriching vocabulary.

Narrative Fiction - The Shadow Cage

To plan, write, edit and produce a final draft of a mystery/suspense story.

Information Text

To plan, write, edit and produce an information text.

Recount Writing - Little Ships

To write an effective news article in journalistic style, selecting language, form, format and content to suit particular audience and purpose.

Activities will include:

Understanding how we see.
Understanding how shadows are formed.
Understanding how our circulatory system works.
Understanding the effects of a healthy or unhealthy lifestyle.

Knowledge and Understanding of the World

(Geography, History)

- The Census: What Can We Learn?
- World War II

Spanish

- Every day language and vocab

Activities will include:

- Reviewing learning so far.

RE and RSE

- Why do some people believe in God and some not?
- Salvation
- VIPs
- Strategies for managing stress

Activities will include

RE:

- Define the terms 'theist', 'atheist' and 'agnostic'.
- Makes connections between what people believe and how they live their lives.
- To understand how Jesus' death can be viewed as a sacrifice.
- To understand how and why Christians view death as not the end.

RSE:

- Identifying signs of stress
- Stress management techniques
- How to manage disagreements

Computing

- Programming
- Creating Media

Activities will include:

- Programming – Variable in Games
- Creating Media – 3D Modelling

Science

- Light
- Animals including Humans (Human Body)
- Diet, Drugs and Lifestyle

Art, Music and DT

- Drawing
- Waistcoats
- Rhythm and Composition

Activities will include:

Art

Drawing: Find My Voice
Chiaroscuro
Street Art

Design and Technology

Design and create waistcoats (make do and mend)

Music

Appraising of Music
Musical Notation
Production

PE

- Invasion Games
- Net/Wall Games
- Gymnastics
- Dance

Activities will include:

Netball
Tennis
Dance – West Side Story
Gymnastics – Routine to music

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Enrichment Experience Day:
WW2 Day – Wednesday 4th
March 2026