

Extreme Environments

Specific areas of learning:

- Statistics: line and pie charts
- Geometry: properties of shapes

Problem Solving and Reasoning using:

- Number and place value
- Fractions, decimals and percentages
- Measurement
- Addition, subtraction, division and multiplication
- Algebra
- Ratio and proportion

Key Outcomes:

Whole Class Guided Reading – The Boy In The Tower

Developing reading skills and enriching vocabulary.

Third Person Recount (Everest)

To write a third person recount, selecting language, form, format and content to suit purpose.

Biography (Great Adventurers)

To write a biography about a 'great explorer', using the full range of punctuation and increasingly-complex grammatical structures.

Narrative Story

To plan, write, edit and produce an exciting, immersive narrative story which has clear cohesion and utilises a full range of higher-order punctuation.

Areas of Learning:

- Environments on Earth
- Extreme Weathers
- How Land Use Can Affect Weather
- Climate Change
- Micro-plastics
- National and Global Campaigns about Climate Change
- Strategies and Actions in Our Local Community

Maths

(Problem Solving, Reasoning & Numeracy)

- Artful Maths
- Statistics
- Geometry
- Problem Solving and Reasoning

English

- Third Person Recount
- Biography
- Narrative Story

Activities will include:

Variation: inheritance, inherited characteristics
Adaptation: animal and plant adaptations, evolution, Charles Darwin, Natural Selection, Darwin's finches.
Fossils: fossil formation, exploring fossils, Mary Anning.

Knowledge and Understanding of the World

(Geography, History)

- Extreme Environments:
- Climate
- Mountains

Mountains: Learning about life in some of the most extreme environments on Earth.

Climate: Exploring the causes and impact of global warming - what can be done to limit its effects?

Science

- Variation
- Adaptation
- Fossils

Activities will include:

Sculpture and 3D – Making Memories
Use knowledge and understanding of sculpture to immortalise memories of primary school.

Design and Technology – Digital Design: Navigating the World

Use TinkerCAD and micro:bits to create a navigational tool and 'pitch' this to 'investors'.

Music

Learn, rehearse and perform a musical production (Production: 25th June 2024)
Sing in two-part harmony
Begin to read stave notation

Spanish

- Every day language and vocabulary

Activities will include:

- Reviewing learning so far
- Exploring Spanish food
- Planning a Hispanic party

Art, Music and DT

- Sculpture and 3D
- Digital Design
- Production – A Hint of Snow White

RE and RSE

- Kingdom of God
- How Does Faith Help When Life Gets Hard?
- One World
- Growing Up

Activities will include

RE:

- Suggest meanings for Luke's account of the resurrection
- Consider what Jesus' kingdom might be like
- Explore opinions regarding what happens when someone dies
- Understanding how death can be marked in different faiths and cultures

RSE:

- Considering the effect of human actions on our world
- What we can do to counter these effects
- Changing bodies and emotions
- Relationships (including Sex Education)

Computing

- Creating Media – 3D Modelling
- Sensing

Activities will include:

- What is a 3D model?
- Planning and Making own 3D models
- The micro:bit
- Creating our own step counters

PE

- Athletics
- Basketball
- Striking and Fielding
- Outdoor Adventurous Activities

Activities will include:

Athletics (running, jumping and throwing)
Cricket
Basketball
Outdoor Adventurous Activities (including orienteering)
Watersports (Activities Week)