

WOW Moment:

Bear Grills documentary—mountain survival!

Mountain survival role play on Telly Tubbies hills—investigate how to survive—set up camp, search for food, water and shelter

Geography*

Name and locate countries of the UK, identifying rivers, hills and mountains.

Have these changed over time?

Explore human and physical geographical features of mountain ranges. Look at the climate / weather and represent findings of a graph.

Science

Look at animals that live in mountain areas and how they have adapted to suit their environment e.g. snow leopard, goats etc...

Geography*

Use the eight points of a compass, four figure grid references, symbols and keys and create maps.

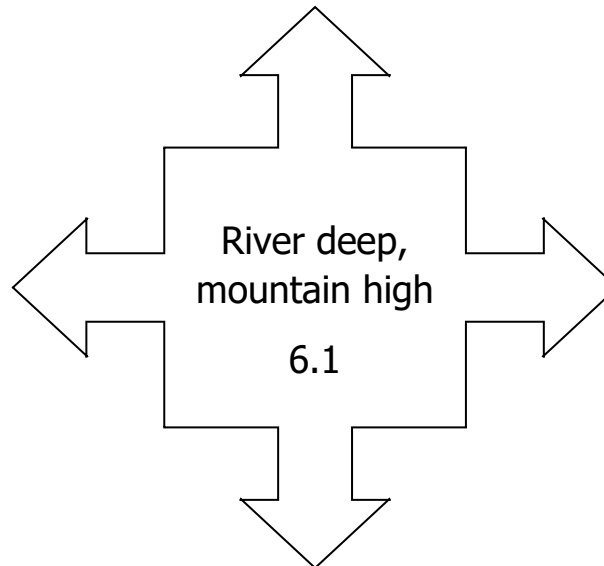
Children become mountain explorers and plan mountain adventure.

Art*

Use simple perspective in their work using a single focal point and horizon.

Use different techniques, colours and textures when designing and making their pieces of work and explain their choices.

Children will create a piece of Mountain artwork with a focus on mountain fauna / flora and animals. Children will explore the use of collage to represent the images. Mini mountain scene in a tuff tray—design



Geography*

Identify the countries, continents, the equator and hemispheres (N+S). Identify the position and significance of latitude, longitude, Arctic and Antarctic Circle. and the tropics.

Explore Prime/Greenwich meridian and time zones— day and night

Use an atlas to identify where mountain ranges exist



Geography*

Use six-point grid, use 8 points of a compass reference maps including ordinance survey maps to build knowledge of wider world, using more in depth geographical keys and symbols to identify key locations. Name and locate counties and cities in UK

Link to wow moment—find their position using compass/technology

Cross Curricular Links:

Literacy
Adverts—mountains as a tourist destination.

Numeracy
Position and direction, grid references and

WOW Moment:

Design and make a Mayan Mask

L.O: To make a Mayan style mask



The Maya used masks for a variety of reasons and occasions. These included:
- to decorate the faces of the dead
- to be worn at important events
- to be worn during battle

History

The achievements of the earliest civilizations

Explore the Maya culture, religion, lifestyle, language etc...

Geography

Describe and understand key aspects of human geography including settlement, land use and trade links.

Look at chocolate production/role of trade for food and gold.

Art

Sculpture—Create intricate printing patterns by simplifying and modifying sketchbooks designs

Produce intricate patterns and textures in malleable media for their mask design

Geography

Describe and understand key aspects of the distribution of natural resources including energy, food, minerals and water.

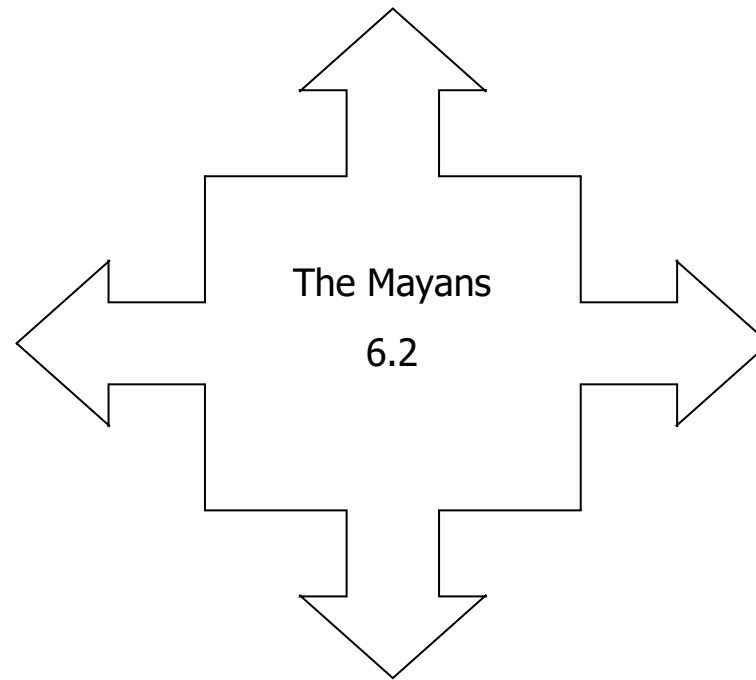
Locate the origins of the Maya civilisation



Geography

Understand geographical similarities and differences through the study of human and physical geography of a region of the UK and a region within South America.

Compare contrast the way they live



Art

Describe the work and ideas of various architects, using vocab referring to cultural contexts.

Learn about Mayan architecture - use mini bricks to make a square based pyramid. Re-enact moving stones on tree logs with rope - role play

Cross Curricular Links:

Literacy

Diary of Mayan Woman or priest or Warrior

Numeracy

Linking an unfamiliar number system to problem solving.

WOW Moment:

Children to create a puppet show using light and shadows or construct a light Zoetroph.



Science *

Explore light and recognise that light appears to travel in straight lines

Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.

Science *

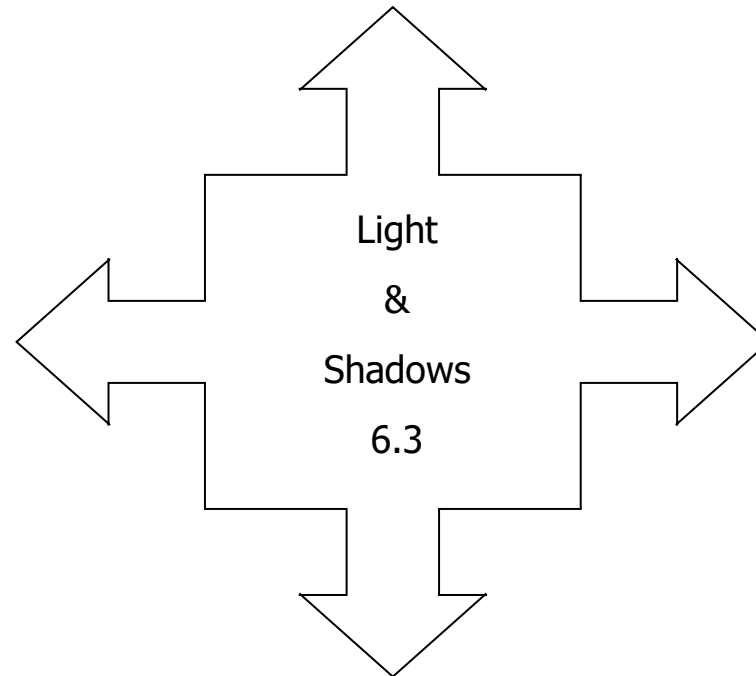
Investigate shadows and create their own

Use theory that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.

Art*

Use techniques, colours, tones and effects in an appropriate way.

Create a piece of art using texture, tone and shading to create shadows and reflection.



Art/ICT

Use digital media to create a piece of artwork which represents light and dark.

Make a pinhole camera, construct light wheels to show colour mixing, use prisms to show splitting of white light to form a rainbow



Cross Curricular Links:

Literacy

Advert puppet show

Review of puppet show

Instructions how to make a puppet

Numeracy

Symmetry / shape / shadows of 3D shapes.

WOW Moment:

Children to find and piece together a human size skeleton. Alternatively – dress a child in black leggings and t shirt – make body parts and label the person

Photograph for using digital devices – learn or create a song and record performance

(GOSH / Organ Torso)

Science

Describe the ways in which nutrients and water are transported within animals, including humans.

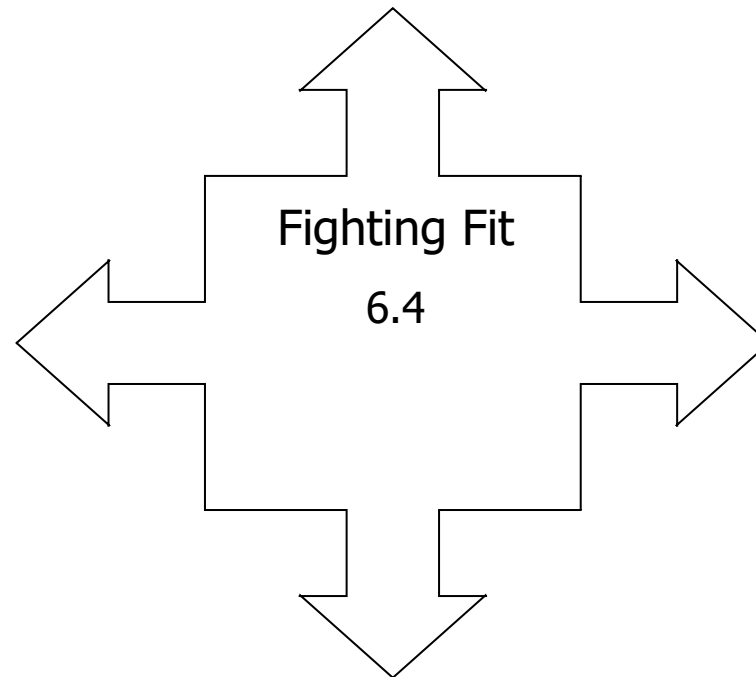
Science

Identify and name the main parts of the human circulatory system

Describe the functions of the heart, blood vessels and blood.

DT

Confidently plan a series of healthy meals based on the principles of a healthy and varied diet. Discuss information on food labels to inform choices.



Science

Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.



Cross Curricular Links:

Literacy

Explanation—hearts/lungs

Instructions—healthy sandwich

Numeracy

Create charts and tables to record pulse rates.

WOW Moment:

Watch a Stone Age animation – move a set of stones on rollers with ropes – stone age games via role play

Watch a video of Stonehenge from Miss Newtons visit

History

Look at and be able to recognise primary and secondary sources of evidence.

Children will begin to suggest different interpretations about the past and be aware that different evidence will lead to different conclusions.

DT

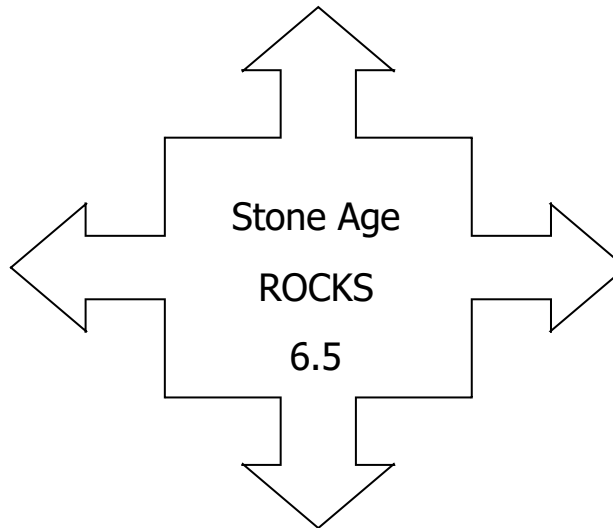
Using clay/tools to build a Stone Age wall and a modern wall, to compare and contrast.

History

Look at strange artefacts found during this era. Plan and carry out their own investigation about what they could have been used for.

History

Children will use time lines to demonstrate changes in the development of society, culture, religion and technology.



History

Investigate life in the Stone Age; houses, diet, tools, weapons etc... Research, plan and prepare ad cook a savoury dish, applying their knowledge of ingredients and technical skills.

Explore the changes from the Stone Age to Britain today.



Geography

Describe and understand key aspects of human geography. Explore settlements, land use and trade links (including the distribution of natural resources).

How have these changed over time?

Use maps, charts to support decision making about the location of places, e.g town planning

Cross Curricular Links:

Literacy

Non chronological report

Newspaper report

Instructions

Animated maps and plans

Interviews

Scientific article

WOW Moment:

Watch a DVD—Origins of Us/walking with dinosaurs – David Attenborough

Set up tuff tray as Jurassic landscape

Science

Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents

Science

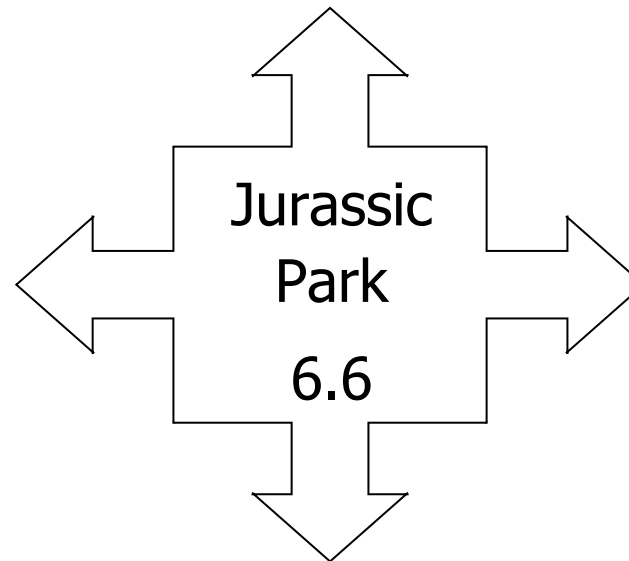
Learn about living things have changed over time and that fossils provide a blueprint information about living things that inhabited the Earth millions of years ago

Geography

Understand and describe the key features and characteristics of biomes and vegetation belts (desert, aquatic, forest, grassland, tundra) and describe the role they play in sustaining life on earth.

Geography

Understand and describe the key features and characteristics of volcanoes, earthquakes, water cycle and climate zones.



Science

Explore how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals.

give reasons for classifying plants and animals based on specific characteristics.



Science

Explore how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

(Make links to animals found in hot climate zones compared to cold climate zones).

Cross Curricular Links:-

Literacy

Explanations—layout of non-fiction e.g headings/sub headings

Biography-Darwin

Instructions– making a fossil

Numeracy

Sorting diagrams

WOW Moment:

Car Racing – scaletrix races in Teams – assign someone task of the announcer – record press conference and trophy ceremony

D&T*

Children will apply their understanding of computing to program, monitor and control their products.

Make a car using a wide range of materials and select from a range of tools to perform practical tasks. Follow a design brief to achieve an effect for a particular function. Use research they have done into famous designers and inventors to inform own products.

Science *

Include electrical products in their models eg: circuits incorporating switches, bulbs and buzzers and circuits.

Beyond their model, children will associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. They will be taught to **compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches**

Children will use recognised symbols when representing a simple circuit in a diagram.

D&T*

Use research and develop a design criteria to inform the design of innovative, functional, appealing model car.

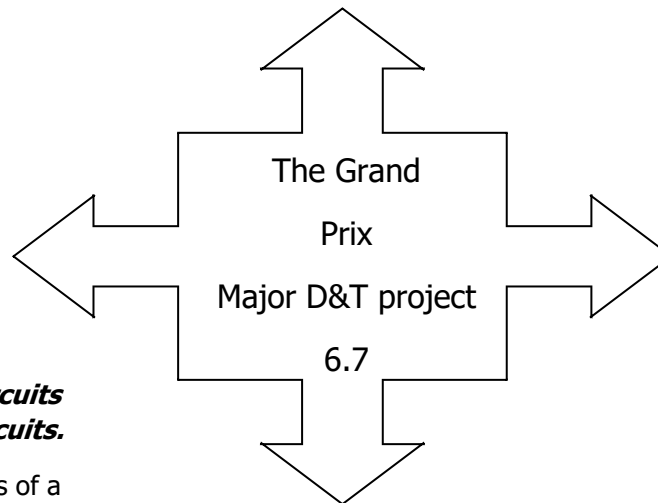
Children will generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Use a wide range of methods to strengthen, stiffen and reinforce complex structures.



D&T

Children will evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.



D&T/Art

Children will investigate and analyse a range of existing products

Understand how key events and individuals in design and technology have helped shape the world

Cross Curricular Links:

Literacy

Blueprints/car maintenance manuals

Instructional text

Report writing

Newspaper report

Adverts/jingles

Numeracy

Recording distances / times in a table / car races—how long/far?