Class: Herons **Cycle:** B **Term:** 3& 4 **TOPIC WEB** **Topic:** Incredible Journeys

English

TEXTS / MEDIA TO BE USED

Fiction
- Once in a Lifetime (film clip)
- Where the Wild Things Are
- Scrat's Adventure (film clip)
- Man on the Moon
- The Way Back Home (film clip)
- Around the World in 80 days

Non-fiction
- Report Writing – Neil Armstrong
- Until I Met Dudley (Explanations)
- Instructions for making a space rocket

Poetry
- On the Ning Nang Nong
- Shape Poems

Art & Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Physical Education

Dance
- Explore, remember, repeat and link a range of actions with co-ordination and control.
- Compose and perform short dances.
- Watch and describe dances, using what they learn to improve their own.

Netball
- Develop basic tactics in simple team games.
- Catch and control a ball in movement, with a partner or in a small group.
- Take part in games where there is an opposition.
- Recognise good quality in performance.

History

- Learn about the lives of significant individuals from the past. (Robert Stephenson, Amy Johnson, Christopher Columbus, Neil Armstrong.)
- Use the terms past and present when sorting vehicles.

Maths

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- Number and place value
- Mental addition and subtraction
- Mental multiplication and division
- Problem solving reasoning and algebra
- Measurement
- Statistics
- Fractions, ratios and proportions

DT

- Generate, develop, model and communicate their ideas through talking, drawing, mock-ups and where appropriate ICT.
- Select from and use a wide variety of tools and components (including construction materials)
- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

Computing

Research Skills
- Use key words in a search engine to find information.
- Explain the difference between things that are imaginary and things that are true.
- Explain why some information online might not be true.

Programming
- Predict what will happen in an algorithm using logical reasoning.
- Investigate the way algorithms need precise, unambiguous instructions to work
- Make algorithms that solve a problem, using simple drawings or diagrams to plan the solution
- Improve algorithms, using debugging skills such as checking back through their plan and algorithm.

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.

Science

- Distinguish between an object and the material from which it is made.
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal and rock.
- Describe simple physical properties of a variety of everyday materials.
- Compare and group together everyday materials on the basis of their simple physical properties.

Scientific Enquiry:

- Asking simple questions and recognising that they can be answered in different ways
- Gathering and recording data to help in answering questions
- Identifying and classifying.
- Performing simple tests.
- Observe closely using simple equipment.

PSHE

- Understand that we all have similarities and differences.
- Recognise that being different makes me unique.
- Understand that bullying is sometimes linked to difference.
- Know how to get help if someone is being bullied.
- Suggest ways we can make new friends.

Geography

- To use world maps, atlases and globes.

RE

- Understand how celebrating Passover helps Jews show God they value their special relationship with him.