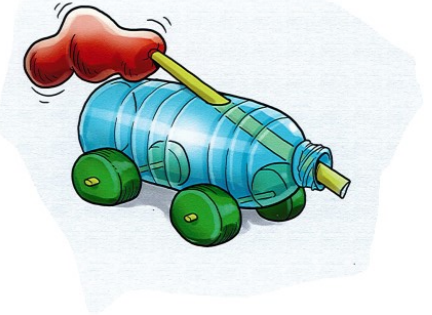


AREAS OF LEARNING



As **Readers** we will.....

- Listen to and discuss modern fiction ('Tin' by Padraig Kenny)
- Read and analyse established fiction (Cogheart by Peter Bunzl)
- Read non-fiction texts to research levers, pulleys and gears.

As **Writers** we will.....

- Write instructions for using machines
- Write explanations of how devices work
- Write journalistic reports
- Write adventure stories including robots using our reading as a model

As **Mathematicians** we will

- Investigate additive and multiplicative representations and calculations.
- Work with all 4 operations to solve problems, calculating with formal written method
- Work with multiples of 1,000 up to 10,000,000

As **Scientists** we will

- Look at resemblance of offspring
- Look at differences in offspring
- Look at changes in animals over time
- Look at adaptations to environments
- Look at adaptations and evolution
- Look at changes to the human skeleton over time

As **Geographers** we will..

- Learn the 16 points of the compass and give directions
- Read and write grid co-ordinates using Ordnance Survey Maps

As **Artists** we will

- Look at the sketches of designers such as Leonardo Da Vinci
- Develop our designs using their influence

As **Designers and Makers** we will

- Design, plan, evaluate and modify what we make
- Discover how to make levers that produce different types of movement
- Make prototypes to develop ideas
- Redesign to make the product effective
- Make an appealing moving product for our buddy using levers

As **Musicians** we will....

- Listen to, and appreciate music composed by Pharell Williams
- Improvise and perform music based on this.

As **sportspeople** we will ...

- Develop our football skills and play competitive games
- Develop dance moves and join them together in sequences

As **Computer Scientists** we will

- use the internet safely to research machines
- Refresh our knowledge of correct use of the school computers