

KEY AREAS OF LEARNING

As Scientists we will

associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit
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
use recognised symbols when representing a simple circuit in a diagram.

As historians we will

Study a period time from the Stone Age to the Iron Age: identifying key changes in Britain.

As Artists we will

Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of mediums.

As designers we will

use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

LITERACY

With a non-fiction
and newspaper

In term we will
writing with a
and setting

For this
dler and our
the Bronze

MATHEMATICS

Autumn term 1 starts with the X-Factor!

Within this topic the children are introduced to factors to help develop mental strategies for multiplication and division.

Towards the end of the term fractions and related concepts will provide the focus.

COMPUTING

Developing an understanding of algorithms and debugging through the use of the Scratch programme.
Computing is also embedded across the curriculum.

PE

Exploring a range of movement skills, including co-ordination and ball skills (throwing and catching).
Through cooperative and competitive games, we will develop our team spirit.

RE

To explore reasons behind the persecution of saints; to compare the saints to the person and persecution of Jesus.

MUSIC

Developing an understanding of the history of music.
Exploring electronic music.

FRENCH

Expanding vocabulary including body parts, colours and numbers.

Inspire

Enrichment

Theatre Trip
OS map reading walk

Global Perspective

The role of inspirational people throughout the world, both modern historical.

Values

| | | |
|----------------|----------|-------------------|
| Respect | Equality | Compassion |
| Responsibility | Trust | Wonder |