Maths (opportunities to apply)
To develop reasoning skills, problems solving and arithmetic in line with end of year expectations

History
To learn about significant figures in history and how they affected society and the world through art (Britain since the 1960s)

Geography
- To locate main towns and cities in Britain, using maps, concentrating on key physical and human characteristics
- Compare and contrast major cities since the 1960s

Literacy
- To read and research materials including reference/text books (and or ICT sources)
- Use and understand age appropriate grammatical terminology in writing and reading
- To develop an understanding of language and phrases needed to write for persuasion
- To plan, write and present a balanced argument

Languages
To develop skills in speaking, listening, reading and writing using French poetry as one stimulus

Paintbrush Or Spray Can?

TOP CLASS

PSHE
- To understand about money and finances and the effects on lifestyles and society
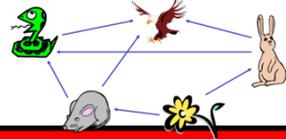- To explore the local environment and how community can be important to develop ideas

Music
To play and perform in solo and ensemble contexts, using their voices and playing a musical instrument (ukulele)
To appreciate and understand a wide range of high quality live and recorded music from different times

Science
Scientific Enquiry:
- Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary
- Taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate
- Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs
- Using test results to make predictions to set up further comparative and fair tests
- Animals including Humans- Consider how diet, exercise, drugs and lifestyle affect the way the body functions

Art
- Improve their mastery of art and design techniques to include lino printing using POP art as a stimulus
- Use a sketchbook to review and revisit ideas –Graffiti designs

DT
- Select and use a range of tools and equipment
- Design a product that is fit for purpose (Lino cutting to link with art)

PE
- To develop ball skills and teamwork in competitive game (Kwik cricket)
- To perform dances using a range of movement patterns (maypole)

Computing
- Select, use and combine a variety of software on a range of digital devices to design and create a range of program.
- To develop awareness and understanding of coding and link with POP art

RE
To explore and understand the beliefs within Sikhism

Enrichment

OBJECTIVES