

OUR DRIVERS:

Spiritual, Moral, Diversity & Beliefs

Communities & Environment

Life Skills

Personal, Social & Emotional Well Being

English

To learn to tell the story of Stone Age Boy and re-write it introducing a new character.

To write a set of instructions using prepositions and imperatives based on a woolly mammoth

To write a cinquain poem based on the Stone Age.

To use and understand the present perfect tense.

To place the possessive apostrophe accurately in words with regular plurals.

To spell homophones.

Language - French

Responding to stories and phrases based on 'our school', 'shopping and towns' and 'food'.

Using French dictionaries effectively to help.

Geography

Focussing on human and physical geography over time in our local area.

Being able to use OS maps and use of sources. Be able to create maps using own photos of our local area.

History

Focussing on the 'Stone age, Iron age and Romans'.

Being able to use historical sources to inform understanding.

Look at people and places of in history within our local environment.

Focus on historical changes in Britain. Understand the achievements of key civilisations and their impact on us today. Create timelines of events. Look at historical artefacts to inform knowledge of a period of time.

Physical Education

To develop striking and fielding skills to play a competitive game of rounders and cricket - Chance2shine

To develop running, jumping and throwing skills ready for a competitive sports day.

OAA - To be able to use clues and follow a map.

Gymnastics - To develop strength, balance and coordination.

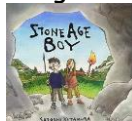
To develop ways of balancing and travelling. To create gymnastics sequences.

Personal, Social, Health Education

Jigsaw - Puzzle 5: relationships. To recognise family roles and responsibilities. Friendships. Being a Global citizen.

Jigsaw - Puzzle 6: Changing me. How babies grow. Inside and outside body changes. Family stereotypes.

Bluebell Class - Stone Age - Iron Age - Summer Term



Wow Moment: Trip to Wantage museum £8 approx

Outcomes:

1. To design and make Roman Jewellery
2. To compete in Sports Day

Music:

To use the Charanga unit - 'bringing us together' focussing on rhythm and genre and use of different instruments to demonstrate this.

Art and Design

To explore prehistoric cave art, understanding developments in art history and importance of mark making.

To create pictures of Stonehenge using charcoal and chalks.
To create Designs for Roman Jewellery and make ideas using clay.
Look at the work of key architects in history.

Mathematical Understanding

Fractions - equivalent fractions, order fractions, add and subtract fractions.

Time - telling the time, using am and pm, 24 hour clock, finding and comparing durations

Property of shapes - angles, lines, 2D and 3D shapes

Mass and Capacity - measure and compare mass, measure and compare capacity.

Religious Education

Does Jesus have authority for everyone? To explore the life and teachings of Jesus from the perspective of his authority.

Can made up stories tell the truth? To explore how Jesus taught truths through story and why he chose to do this.

Science

Explore contact and non-contact forces, and their relationship with us today.

Understand different materials and their properties and uses.

Be able to plan, predict, conduct, record and report on different experiments.

To recognise different rocks, fossils and minerals and their properties.

Computing

Branching databases - to sort objects using 'yes' 'no' questions, using 2question.

Simulations - to consider and explore what simulations are.

E-safety - Continue using Gooseberry Planet to build up our understanding of staying safe on-line.

Design Technology:

Create a crane for the Stone Age: Looking at levers and pulleys.

Investigate food of the Stone Age and be able to create and follow a recipe and evaluate.