

Science

This term in Science the children will be learning about Animals, including humans and Living things and their habitats. The children will be able to explain the human circulatory system as well as being able to describe the heart and its function. The children will learn about the life cycles of different living creatures and be able to explain the reproduction in plants and some animals.

Music

Blues Children are introduced to this famous genre of music and its history, and learn to identify the key features and mood of Blues music and its importance and purpose.

Theme and variations (Theme: Pop Art) Children explore the musical concept of theme and variations and discover how rhythms can 'translate' onto different instruments.

Geography/History

The children will learn about the world's most famous volcanoes and mountains, locating them on a map and recognising how they form. The children will be learning about the points on a compass and use symbols on maps to describe both physical and human features. Evident within a location.

MFL

- Hobbies
- Opinions positive and negative
- Months and seasons

Shark Class Cycle C Summer Term

Fire and Ice

Computing

This term the children will be focusing on Stop motion animation and LEGO Wedo/Spheres. The children will be storyboarding ideas, taking photographs and editing to create a video animation. The children will also look at programming Spheros to achieve a desired outcome.

Religious Education

- For Christians, when Jesus left, what was the impact of Pentecost?
- How does faith help people when life gets hard?

Art and Design

Pupils will study the work of Claude Monet, William Morris and Edward Hopper.

They will learn Zentangle patterns and will design a hat.

*Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.

*Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work.

*Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural form.

*Express feelings and emotions through colour. Analyse and study artists' use of form.

*Deepen knowledge and understanding of using line when drawing portraits.

*Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques.

*Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbooks.

Physical Education

This term the children will be focusing on Tag Rugby and gymnastics. Children will choose and implement a range of strategies and tactics to attack and defend. They will combine and perform more complex skills at speed. Observe, analyse and recognise good individual and team performances. Children will suggest, plan and lead a warm-up as a small group. The children will also explore and use different shots with both the forehand and backhand and demonstrate different badminton skills. Pupils will also practise some trick shots in isolation.

Design Technology

Mechanisms Slingshot ballista

Learn that all moving things have kinetic energy and that kinetic energy is the energy that something has by being in motion and building. Understand that a chassis is the frame of a car on which everything else is built and building one. Design a car body to cover the chassis, giving consideration to the shape to reduce air resistance, drawing a net to create the structure from. Make the body of the car, measuring, marking and cutting the panels (nets) against the dimensions of the chassis and decorating the panels. Assemble the panels of the body to the chassis, evaluating the speed of the car based on the understanding that some cars are faster as a result of: body shape; stored energy in the elastic band and the accuracy of the angle in the chassis and axle.

Textiles Fastenings

Identify and evaluate different types of fastenings, articulating the benefits and disadvantages of each fastening type.

Design a product to meet a design criteria which includes a fastening.

Make and test a paper template.

Assemble the book jacket, joining the fabric by sewing and adhering to the design criteria.

P.S.H.E

- Relationships
- Changing Me