

History

Learn about the Second World War in Europe and why the Battle of Britain was such a significant turning point in British History; Learn about the timeline of important events such as Chamberlain's speech at the outbreak of the war, the Battle of Britain, the heroic rescue at Dunkirk, the Blitz and the D-Day landings. Learn about the inspiring stories and achievements of significant people such as Winston Churchill.

Geography

Placing Places UK, Europe and the World maps, globes and digital mapping.

Music

The children will take part in the Ten Pieces project (BBC) which encourages children to develop their own creative responses to the classical music they hear in the Ten Pieces film.

The children will also cover performance through different genre.

Pupils will continue their progression with recorder, using Charanga.



Computing

Pupils will follow an algorithm to draw pictures constructed from 2D shapes. The algorithms they follow will include errors and pupils will use logical reasoning to detect and correct these. As pupils think through and draw out the steps in their partner's algorithm, and compare these to the 2D shape picture, they identify and correct the errors they find, which is debugging. Pupils will use Scratch & discuss Internet Safety.

RE

Revelation Key imaginary that speaks of God in the Old Testament and the Gospels.

Gospel accounts of how the lives of men and women were changed by their encounters with Jesus.

The Church God's call to individuals and their responses.

The life and growth of the first Christian communities.

Celebration Ways in which love and commitment are important in human life.

A variety of prayers and prayer forms, formal and informal used for personal and community prayer.

Life in Christ

The Christian values which inform Love of neighbour and oneself. The ways in which love of neighbour can be shown.

Science

Identify sources of light & revise facts that light travels in straight lines & opaque objects form shadows. Understand that to see, light needs to enter the eye. Investigate light reflection & refraction, white light made of many colours & the speed of light.

Begin with revision of simple circuits and then lots of hands on experience with symbols, diagrams and incomplete circuits. Two enquiries about the length of wire in a circuit and the use of cells. Compare series and parallel circuits then face some challenges!

Physical Education

Invasion Games, Street Dance and Swimming (including Life Saving)

Art and Design

Children will use Churchill's paint of choice, watercolours, to paint a scene from Chartwell. Children will study Ruskin and his drawing techniques. We will visit the Ruskin Library.

French

Numbers 1-100, Presenting Myself and Family