

## History

Study the fascinating Maya in this vigorously researched topic. Discover where and when the Maya built their magnificent civilisation as you develop a range of skills across the curriculum. Investigate how they lived, their culture and their legacy. Compare their lives to your own as you bring your learning together.

Find out when the Maya are first recognised by archaeologists and when this society is said to have come to an end, recognising that there are still living Maya people today. Examine the different types of evidence that tell us about the Maya. Explore the region of the Maya civilization in Mesoamerica and create a Maya corner in the classroom.

## Science

Look at the history of classification of living things from Aristotle to the present day. Study the binomial system introduced by Linnaeus and the 7 levels of classification used today. Understand why classification is important and use and create classification keys

## French

The Classroom and Revision

## Geography

Study the physical geography of mountains and mountain ranges, their formation, some famous expeditions and also mountain biodiversity. They will create a range of artefacts including mountain models and a class world map.



## RE

### Revelation

Gospel accounts of the coming of the Holy Spirit and transformation of the disciples. Key imagery that speaks of God in the Old Testament and the Gospels.

### The Church

The teaching role of the apostles especially through the New Testament letters. The cost of discipleship. The gifts of the Holy Spirit which are given to individuals and groups for the service of the whole community. The life and growth of the first Christian communities.

### Celebration

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

## Music

Clarinet lessons from Music Specialist.

Singing for performance

## Computing

e-Safety Explain the consequences of spending too much time online or on a game

Programming Understand that efficient algorithms can be used to solve problems and to plan for specific outcomes. Design and write programs that accomplish specific goals.

Use sequence, selection and repetition in programs.

## Physical Education

.Athletics Children will learn techniques when running over short and longer distances. They will perform a range of throwing techniques. The children will learn how to jump from one foot then two.

Rounders Children will learn to play with increasing awareness of tactics.

Tennis coaching from Bowerham Lawn Tennis Club

Borwick Hall Residential

## Art and Design Technology

Healthy Salads

Woodwork project

Textile Design (Sewing machine)