GEOGRAPHY

Attainment Target:

- Identifying hot and cold areas of the world
- Use geographical vocabulary to refer to human and physical features
- Understand geographical similarities and differences between the UK and a non-European country.

Activities:

- * Learn about and identify the hot and cold areas of the world.
- * Complete a local walk
- * Compare UK to a part of Africa

ART and Design

Attainment Target:

- * To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- * To use drawing to develop and share their ideas, experiences and imagination
- * To have knowledge of a range of artists, craft makers and designers, describe the differences and similarities and make links to their own work.

Activities:

- Children are to learn about famous artist Van Gogh
- Create work in the style of the above artists.
- Observational drawings of plants
- Create African paintings and masks

Subjects to stand alone with separate MTP

- * Physical Education (Mr Robertson)
- * Computing (MR Robertson)
- *PSHE (Mr Robertson)

Literacy and Maths MTP completed separately in planning folder

Maths and Literacy (separate MTPs)

* In Maths we will learn:

Number and place value, addition and subtraction, multiplication and division, fractions, measurement and geometry

* In literacy we will learn:

To identify spelling patterns and apply them in writing To use the correct grammar and punctuation in writing Continue to write in a variety of genres

SCIENCE

Attainment Target: (Materials)

- Identify and name a variety of common wild and garden plants including trees
- Identify and describe the structure of a variety of plants including trees.

Activities:

- Children will identify a variety of plants and trees.
- Children will observe, draw and label the parts of a plant
- Children will also observe plants growing and work scientifically to find out about their basic needs.

HISTORY

Attainment Target:

To compare changes within living memory

Activities:

 Compare different methods of transport and how this aspect of life has changed in different time periods.

Design and Technology

Attainment Target:

- * To design purposeful, functional, appealing products for themselves and other users based on design criteria
- * To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- * To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- *To select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to characteristics
- *Explore and evaluate a range of existing products / Evaluate their ideas and products against design criteria.

Activities:

- *Boats Children to design and create Viking boats
- * Miniature Garden Children to design and create a miniature garden