- Reading novels and non-fiction texts exploring Ancient Civilisations
- Writing setting descriptions, free verse poems, newspaper reports and recounts
- Suffixes, word endings, apostrophes and rare GPC words

## **English**



- Symmetry patterns, lines of symmetry, reflecting polygons
- Time read, write and convert time between analogue and digital clocks
- Solve problems involving converting from hours to minutes, minutes to seconds, years to months and weeks to days
- Division with remainders
- Fractions greater than one

#### Maths



- Construct and interpret a variety of food chains, identifying producers, predators and prey
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- Begin to interpret and explore classification keys

### Science



# P ANCIENT CIVILISATIONS P



Find out about the history of the world's first ancient civilisations: Ancient Sumer and the Shang Dynasty, achievements and eventual end of each civilisation.

#### SUBJECT DRIVER: HISTORY

- Explore and recreate Islamic art.
- ·Learn about great artists, architects and designers in history
- Study historical works of art that are significant for their symbolism, colour and materials.

Learn about the achievements of

the earliest civilisations - an

overview of where and when the

first civilisations appeared and a

more in-depth study of Ancient

Sumer and The Shang Dynasty.

Learn about a non-European

society that provides contrasts

Art



- Programming repetition in games
- Discover similarities hetween programmed environments
- Look at the difference between controlled and infinite loops
- · Use existing knowledge to modify animations and games using repetition
- •Create a game using repetition, applying stages of program design

Computing



- •Investigate and explore pulleys, gears and levers
- Understand and use mechanical systems (pulleys, gears and levers) in their products
- Produce a design which will order the main stages of making and identify a list of equipment, tools and material needed

DT



- Revision of all topics from this year
- Study of a French city -Lyon

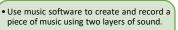
French



- •Use maps to identify the geographical locations of **Ancient Civilisations**
- Study natural features of those locations which supported the selected civilisations

Geography





- · Build up layers of sounds in compositions bearing in mind melody, pulse and rhythm. · Evaluate own and others' performances
- referring to dynamics and tempo and respond to feedback. · Identify musical genres, listen to and
- respond music using vocabulary.
- Consolidate learning on the descant recorder and notation for pitch.

Music



- Understand where our personal characteristics come from
- Label internal and external parts of male and female bodies that are necessary for making a baby
- Describe how a girl's body changes in order for her to have a baby when she is an adult, including menstruation

**PSHE** 



- develop Athletics the fundamental skills jumping over obstacles, understand how to send an object with force, practise push and pull techniques, practise transition of a baton
- Swimming

PE



• Life's Big Questions - is there a God? The rules for life (a Hindu story and a Buddhist story), exploring and debating the answers

RE





with British history

