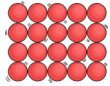
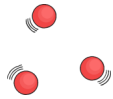


### Science-States of Matter



- Day in the life of a particle to follow format of Anglo-Saxon diary.
- Expanded noun phrases including prepositional phrases.



### English /SPaG-



- To use expanded noun phrases and prepositional phrases.
- Use class reader to build a varied and rich vocabulary.
- Create settings, characters and plot to compose a story similar to ones they have read and planned.
- Organise paragraphs round a theme.

### Geography

- Investigate places and themes at more than one scale.
- Locate place names with Anglo-Saxon origins.
- Locate places on large scale maps .
- Begin to identify significant places.
- Use junior atlases to locate places




### History-Anglo-Saxons

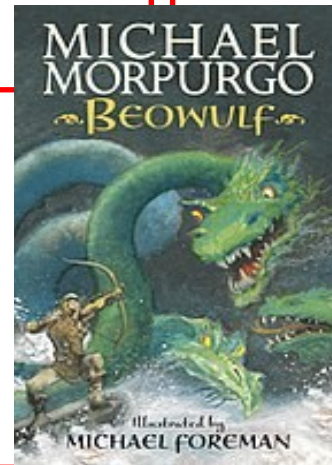
- Place events from period studied on time line .
- Use evidence to reconstruct life in time studied
- Identify key features and events of time studied
- Look for links and effects in time studied ☑
- Offer a reasonable explanation for some events.



### Art & Design



- Design, construct & evaluate a 3D model of an Anglo-saxon settlement.
- Cook an Anglo-Saxon recipe chicken stew using barley & herbs.
- Identify how Anglo-Saxons dressed and the materials used to make up their clothing.. 
- Make an Anglo-Saxon amulet out of air-drying clay. Plait some wool to make a necklace to hang it from.
- Paint the clay when it has dried to make it look like stone or metal.
  - Make an Anglo-Saxon brooch.



### Memorable Experience:

**Visit Jarrow Hall-Anglo-Saxon farm, village & museum.**

We are going to discover the incredible world of Anglo-Saxon Northumbria. Set across 11 acres, Jarrow Hall features a museum dedicated to exploring Anglo-Saxon life with real-life dwellings and an extensive farm-home to rare-breed and rescued animals.

### French



- To be able to say where you live starting sentences with 'J'habite...'

### Music



- Research Anglo-Saxon instruments and the use of folklore in songs.
- Create modern day versions of Anglo-Saxon instruments.

Science-Animals Including Humans

- Create a story explaining what the tooth fairy does with all the teeth they collect, using the shape of the tooth to support the function they utilize it for.



- Identify similarities & differences between artificial life forms & humans
- Compare the diet of the iron man to a human diet & digestive system
- Identify what makes something 'living'.

English /SPaG-



- Highlight examples of 'fronted adverbials' from Hans Christian Anderson stories to create a class 'bank' to use in our own story writing
- Scan 'Iron Man' for apostrophes and explain the type being used and it's function.
- Examine a piece of iron, describing how it looks and feels as well as commenting on the weight of it.

Geography-All Around the World

- Locate the Equator on the map and globe where the 'Snow Queen' may have lived.
- Relate the size of the Iron Man by looking at globes/ atlas and looking at relative sizes.
- Observe photographs of a wild shoreline and imagine what sounds might be heard, what creatures or people live there.



History-Riotous Royals

- Discuss the history and purpose of fairy Tales and the role they played in society.
- Find out what Britain was like in the 1960s (when Iron Man was written). What conflicts were going on? What did people fear? Were they different to the fears people have today?

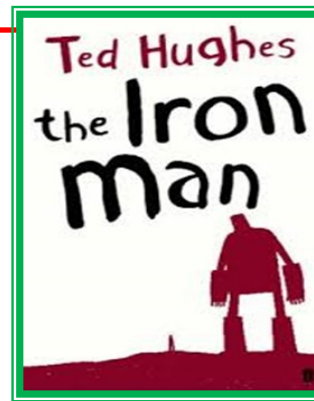
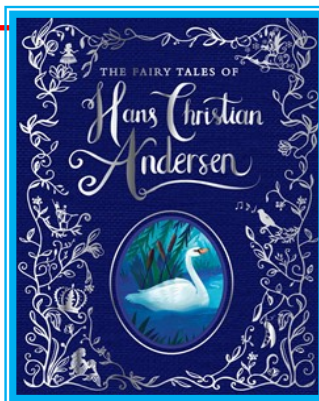


Art & Design

- Design & create your own 'Fairy Tale' garden.
- What do you imagine a creature from outer space to look like? What does fighting achieve? Do you think there are other life forms in space? What do you think they might look like
- Use craft items or junk materials to make your own robot model, maybe even a giant life-sized one!

Global Art Day

- Read the story 'A Pair of Twins'.
- Create paint and effects using acrylic paints infused with Indian spices
- Use a variety of creative and practical activities to create work from a different context and wider environment.



French



- I will talk about where I live, name countries and say which nationalities there are.
- Identify the location & size of Australia (Iron Man) & where Hans Christian Anderson originated from.

Cultural Capital and Memorable Experience:



- Identify China on map and create class Chinese Dragon dance to celebrate Chinese new Year
- Create animated motion film of favourite part or an alternative ending for 'The Iron Man'
- P.E.-Create dances to mimic an animals movements. Create movements that are more robotic in nature.

Music



- The Space-Being brought harmony to earth with its 'Music of the Spheres', but what do you think the music sounded like?
- Compose your own 'Music of Spheres'. Use atmospheric recorded sounds or your own choice of instruments to make a haunting, celestial soundscape. Record or perform your composition for an audience .

Science-Scientists & Inventors

- Identify the achievements of Maria Telkes, explaining why solar power is a good source of energy. Link this to the story of Icarus
- Investigate the best coat to keep a wolf warm and relate this to where wolves are located around the world.



English /SPaG-

- Compose and rehearse sentences orally, progressively building a varied, rich vocabulary & an increasing range of sentence structures to create your own myth.
- Use adverbs, prepositions, conjunctions effectively to produce a non-chronological report.
- Identify plural possessives in stories read.

Geography-All Around the World

- Locate Greece on the map and use location to find out time differences
- Discuss the similarities and differences between Greece and our location in the UK.
- Identify and locate the areas where wolves are found; North America, Europe, Asia and North Africa.
- Discover why wolves tend to live in the remote wilderness using relevant. Keys.



History-Riotous Royalty

- Understand the history of myths and some of the myths retold by the monarchy studied
- Using criteria identified in English create a non-chronological report of your chosen monarch

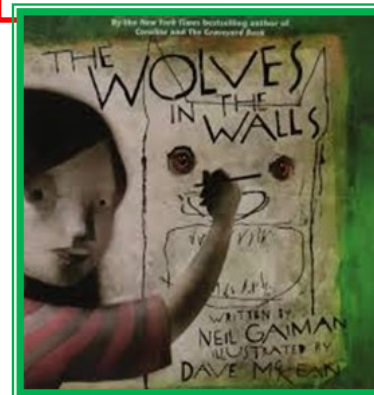
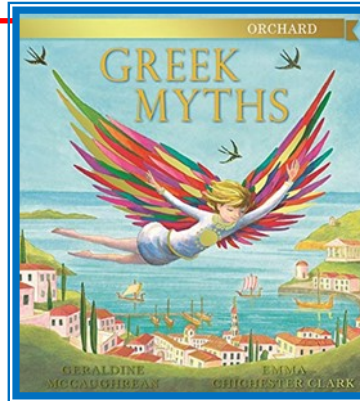


Art & Design

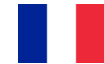
- Create names and sentences using the Greek alphabet
- Design you own mythical creature and create their name
- Create our own Magna Carta Charter document in school.

3D Art Day

- Generate ideas, and create a cross-stitch book mark using a cross-stitch template sheet. Use a range of cross-stitches to weave their design into the book mark.
- Using the animal templates provided, along with paints and marbles to create their own 'marbling' effect on the animal shape.



French



- Create and describe your own mythical creature in French.
- Describe nature & Wildlife, naming wild animals such as wolves, describing and giving opinions about them.

Cultural Capital & Memorable Experience:

- Perform a playscript which incorporates the songs learnt in music as a performance.
- Learn 'Magna Carta' song from Horrible Histories
- Create a banquet fit for a king or queen.

Music



- Heroes of Troy targets seven exciting songs to learn, each one linking to an episode of the story of the Trojan War. Each of the songs is taught in a lively style to engage with a young audience.