

BLACK by Day and RED by Night

Theme - History/Geography

The key theme of our topic is The Industrial Revolution and the Black Country. Children will learn about the importance of the Industrial Revolution and its impact on the Black Country, how the Black Country got its name and life during that time.

Theme - Geography

Would you like to live in the desert? Exploring hot desert biomes and learning about the physical features of a desert and how humans interact with this environment.

PE

Games - rouders

Outdoor Education—plan a route to controls, grid reference, teamwork and trust games.

Swimming – Perform self-rescue and swim 25m.

Maths

Children will learn to:

- Identify, measure and draw angles and distinguish between regular and irregular polygons based on reasoning about equal sides and angles
- Calculate the area and perimeter of rectangles.
- Identify, describe, and represent the position of a shape following a reflection or translation.
- Convert between different units of measure including estimating volume.
- Solve comparison, sum and difference problems using information presented in a line graph.
- Complete, read and interpret information in tables including timetables

English

Narrative - Charles Dickens - Oliver Twist

Narrative - Film - Oliver Twist

Non-fiction - Persuasive writing - leaflets and adverts linked to the Black Country Museum

Poetry - Talking Turkeys by Benjamin Zephaniah

Perfectly Norman by Tom Percival

PSHE

Sustainable Development, Emotional well-being, Puberty, Wolves Foundation, Trust Resilience

SEAL

Relationships / Changes

RE

Hindu, Sikh, Jewish and Islamic prayer: what difference does it make?

Languages

West Africa project, possessive and adjectives, prepositions

Design and Technology

Construction—Iron Bridge

Food—Cornish Lamb Pasty

Computing

Creating media – introduction to vector graphics learners start to create vector drawings.

Programming B – selection in quizzes pupils develop their knowledge of selection by revisiting how conditions can be used in programs and then learning how the If... Then... Else structure can be used to select different outcomes depending on whether a condition is true or false

Art

Painting - layering - canal barges.

Drawing - Black and White (Paul Bloomer)

Music

Through the unit Dancing in the Street, children will record the composition in anyway to recognise the connection between sound and symbol.

Science

Living things and their Habitats—plants/human reproduction, life cycles mammals, amphibians, birds and insects.

Animals inc Humans—puberty and stages of growth in humans.