

Geography

- To locate artists around the world using maps, atlases, globes and google maps
- To use compass points to describe locations

History

- Explore the history of art
- Research the history of artists using a range of resources including books and the internet
- To create historic fact files about chosen artists
- Create a timeline of artists

Science

- Exploring different materials and their properties using various tests
- Investigate solubility and recovery of dissolved substances
- Separate mixtures and examine changes
- Look at a variety of sources, reflections and shadows
- Investigate how light appears to travel in straight lines and how this affects shadows

Creative Arts & Design Technology

- Use research and develop design criteria to inform the design of a functional pencil case
- Discuss, develop and communicate ideas through annotated sketches, diagrams and computer aided design
- Select and use a wider range of tools and equipment to perform practical tasks
- Investigate and analyse a range of existing products
- Evaluate ideas and products against design criteria



Visual Variety



Computing

- Design and write programs that accomplish specific goals, including controlling or simulating physical systems
- Use sequence, selection and repetition in programs
- Use logical reasoning to explain how a simple algorithm works, detect and correct programs

PHSE

- To know the skills and attributes of an effective learner and develop these skills
- Recognise and celebrate achievements
- To know how to set a goal and how to set steps
- To understand how to overcome obstacles and take responsibility for actions
- To understand that actions have consequences

French

- La petite Poule Rousse - a story based on animal vocabulary, colours and counting to 10.
- Modelling sentences
- Following instructions to do crafts and plant seeds
- Easter Vocabulary

RE

Please see Key Stage 2 RE overview document in Curriculum section of the website.