Theme: Floodland

Date: Spring 2017

Geography
Children will be learn about the different climate zones, latitude, longitude, equator, hemispheres, tropics, arctic and Antarctic, time zones.
They will locate key countries and write reports on them.
They will look at effects of flooding and changes to the coast line over time in Britain.
They will also investigate world and local flooding issues.

History
The Romans
Building on from learning in previous years, the children will be exploring how the Romans shaped the human features of Britain's geography today.

Maths
Using graphs to compare climates across the globe.

Art
Environmental Sculptures – researching an environmental issue and designing and making sculptures to promote these.

English
An exploration of environmental issues through fiction
Rooftoppers – guided reading text for free readers
Flashback narratives working from Floodland (class text – a flashback narrative)
Recounts – from our amazing trip to Robinwood/ personal events.
Drama – as a way in to creating rules for Eel Island from Floodland – instructional writing.
Persuasive letter – persuasive letter to the protagonist of Floodland. We will also be creating our own persuasive brochures for a fictional theme park.
Poetry – vivid descriptions of endangered animals – link to environmental issues.

PSHE/Debate
New beginnings.
Getting on and falling out.

PE
Gymnastics – Monday afternoons – Team Active.
Friday mornings – PE skills: agility, coordination, balance.

Religious education
Looking at the creation stories in different religions.

Maths–
Number and place value
All four operations – formal calculations.
Measures.
Algebra and problem solving.
Open ended investigations.
Fractions, decimals, percentages.

Science
Classification
Classifying living things in to broad groups.
Microorganisms.
Adaption to habitat.
Animals Including Humans
Health and lifestyles.
Transportation of nutrients.
Circulatory systems.
Investigative Science:
We will be planning and conducting our own experiments: designing fair tests, making predictions, observing and measuring, using tables/ graphs to present results, reaching conclusions.

Computing
Using code to create and debug programmes.

MFL
French: Clothes, weather, transport

Music
Rounds
Playing the recorder