

Spring - ANCIENT EGYPT

Spring - RIVERS

Main Learning Objectives

SCIENCE

LIVING THINGS AND THEIR HABITATS

- describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird
- describe the life process of reproduction in some plants and animals

HISTORY

ANCIENT EGYPT

- The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of Ancient Egypt. This will include looking at the rule of the pharaohs, hieroglyphics and the Rosetta Stone, pyramids and Tutankamum.

GEOGRAPHY

RIVERS

- Study of the River Nile and its importance to the people of Egypt.

Main Learning Objectives

SCIENCE

ANIMALS INCLUDING HUMANS

Pupils will be taught to:

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals
- Give reasons for classifying plants and animals based on specific characteristics.

GEOGRAPHY

RIVERS

- **Name and locate counties and cities of the United Kingdom, geographical regions** and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and **rivers**), and land-use patterns; and understand how some of these aspects have changed over time.

<p><u>MUSIC</u></p> <ul style="list-style-type: none"> • use and understand staff and other musical notations • develop an understanding of the history of music 	<p><u>MUSIC</u></p> <ul style="list-style-type: none"> • play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
<p><u>RE HINDUISM</u></p> <ul style="list-style-type: none"> • Understand how Vishnu and the 10 avatars impact on a Hindu's life. 	<p><u>RE HINDUSIM</u></p> <ul style="list-style-type: none"> • To understand how Hindus are influenced by beliefs in cows being sacred, vegetarianism and non-violence.
<p><u>ICT CODING USING KODU</u></p> <ul style="list-style-type: none"> • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	<p><u>ICT PRESENTATION</u></p> <p>Use and combine a variety of software (including internet services) on a range of digital devices. For example to use of iPad apps, use Powerpoint to create a variety of software</p> <ul style="list-style-type: none"> • use a range of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

ICT

- Sel
sen
app

DESIGN & TECHNOLOGY

- understand and use mechanical systems in their products
 - prepare and cook a predominantly savoury dish using a range of cooking technique (sweets)

ART & DESIGN

- about great artists, architects and designers in history.
(Papyrus/Pyramids)

