



Spring Term 1

As Mathematicians, we will...

- Classify and draw shapes.
- Add, subtract, multiply and divide fractions.
- Problem solve.
- Carry on developing arithmetic skills.



As Linguists, we will consider...

- Our unit 'As-Tu Un Animal' – Do you have a pet?
- Use new and known vocabulary.

As Leaders of Faith we will...

- Take a more detailed look at the Christmas story through the eyes of the Gospel writers
- Consider Revelation- how God Reveals Himself through Jesus Christ, the Church, Creation, the Scriptures.



As Musicians, we will...

- Explore music technology using iPads during our sessions with 'The Music Works'.



To be healthy we will...

- Take part in a variety of sporting activities with the sports coaches from Montagu Sports Academy.



On Top of the World

Living our 'Life to the Full' we will...

- Seeing Stuff Online
- Consider growing up.
- Look at growing babies.
- Learn more about menstruation.



As Writers and Readers, we will...

- Consider, study and write discursive texts.
- Consider, study and write narrative texts exploring dialogue, setting and characterisation.
- Focus on a range of SPaG from across Key Stage 2 through a variety lessons.
- Listen to stories/poems during DEAR (Drop Everything And Read) time every day.



As Scientists, we will explore the concepts of...

- Light: how it travels; how we see things and shadow formation.
- Carrying out experiments to develop our understanding further.

As Artists, we will...

- Explore surrealism though looking at artists such as Salvador Dali and Emmy Bridgwater.
- Draw with increasing accuracy, paint (explore colour and types of paint).
- Develop an awareness of composition, scale and proportion in their paintings e.g., foreground, middle ground and background.

As Geographers, we will...

- Explore the *enquiry question: How are mountains formed?*
- Locate and compare major mountain ranges; describe and compare features and suggest human and physical geography changes in the future; understand how mountains are formed; and confidently use distribution maps to illustrate an idea or discussion.

As Computer Programmers, we will...

- Use Code.org focusing on algorithms and programming.
- Look at a range on online games and consider debugging.