

| YEAR GROUP: | TERM: Summer 2 | TITLE: Beast Creator – Minibeasts |
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| ENGLISH | MATHS | SCIENCE |
| <p>Adrenaline Towers – Persuasive Text Précis Longer Passages recommending books that they have read to their peers, giving reasons for their choices</p> <p>participate in discussions about books, building on their own and others’ ideas and challenging views courteously</p> <p>explain and discuss their understanding of what they have read, including through formal presentations and debates.</p> <p>provide reasoned justifications for their views</p> <p>distinguish between statements of fact and opinion.</p> <p>retrieve, record and present information from nonfiction</p> <p>Writing Composition identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own</p> <p>noting and developing initial ideas, drawing on reading and research where necessary</p> <p>précising longer passages</p> <p>Writing - vocabulary, grammar and punctuation Prefixes Verb prefixes Suffixes Converting nouns or adjectives into verbs using suffixes</p> <p>Handwriting choosing which shape of a letter to use when given choices and deciding whether or not to join specific letters</p> <p>choosing the writing implement that is best suited for a task</p> | <p>Geometry: Position & Direction identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed</p> <p>Measurement calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes (also included in measuring)</p> <p>estimate volume (e.g. using 1 cm³ blocks to build cubes and cuboids) and capacity (e.g. using water)</p> <p>use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling.</p> <p>measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</p> <p>solve problems involving converting between units of time</p> <p>convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)</p> <p>solve problems involving converting between units of time</p> <p>understand and use equivalences between metric units and common imperial units such as inches, pounds and pints</p> | <p>Living Things and their habitats Identify the key structures involved in plant sexual reproduction. Classify plant types according to how they reproduce.</p> <p>Explain why plants have flowers and why it is important for them to attract insects and other pollinators</p> <p>Describe features of flowers, such as scent, colour, shape and size, and how they have evolved to ensure successful pollinate on. Describe the different ways in which new plants can be grown from the parent plant, including seeds, bulbs, tubers, cuttings and grafting</p> <p>Describe the process of plant reproduction using the correct scientific language. Observe/comment on/record plant life cycles. Make comparisons between asexual and sexual reproduction in plants, suggesting reasons why plants many reproduce in different ways.</p> <p>Complete own research/watch documentaries, noting detail on animals and plants in their habitats. Include the work of naturalists such as Attenborough or Goodall.</p> <p>Describe how we define a mammal and how this relates to classification.</p> <p>Draw the life cycle of an insect, an amphibian, a bird and a mammal, highlighting the key differences and similarities.</p> <p>Raise different types of scientific questions and hypotheses</p> |

| COMPUTING | RE | PE |
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| <p>Digital Literacy -multimedia (Radio)</p> <p>Demonstrate knowledge and understanding of computer systems and hardware by identifying and defining the functions of the processor, memory backing storage and peripherals in a typical desktop computer</p> <p>Select, use and combine a variety of software including internet services on a range of digital devices explaining how email and online discussion areas are used for communication and collaboration</p> <p>Prepare and present information in a range of forms, using ICT safely and responsibly</p> | <p>Christianity</p> <p>Observe and understand varied examples of religions and worldviews so that they can explain, with reasons, their meanings and significance to individuals and communities</p> <p>Understand the challenges of commitment to a community of faith or belief, suggesting why belonging to a community may be valuable, both in the diverse communities being studied and in their own lives.</p> | <p>Striking and fielding</p> <p>Play competitive games with increased confidence</p> <p>Develop attacking and defending tactics and apply to game situations</p> <p>Develop flexibility, strength, balance and coordination</p> <p>Develop striking objects using various equipment</p> <p>Explain, evaluate and develop ideas and plans for a game that includes a scoring system.</p> |
| FRENCH | PSHE | MUSIC |
| <p>Perform or present a song, poem or story as part of a group to a specific audience</p> <p>Use correct pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases</p> <p>Present ideas and information orally to a range of audiences</p> <p>Read carefully and show understanding of words, phrases and simple writing</p> <p>Understand basic grammar appropriate to the language being studied and apply to written work</p> | <p>Changing Me</p> <p>Describe different types of care and love extending their vocabulary and understanding of different emotions</p> | <p>play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p> <p>Explain how different musical elements (pitch, tempo, rhythm, melody and dynamics) have been used to create mood and effects.</p> |
| ART | HISTORY | GEOGRAPHY |
| <p>Drawing Perspectives / Bug Design</p> <p>Use simple rules of perspective in drawings of figures and buildings. Create a monochromatic collage which incorporates text. Select and combine materials with precision.</p> <p>Test and evaluate products against a detailed design specification and make adaptations as they develop the product.</p> <p>Combine a range of media within a piece of work and explain the desired effect.</p> | | <p>Beast Creator – Minibeasts</p> <p>Choose the best method of recording observations and measurements including sketch maps, plans, graphs and digital technologies.</p> <p>Use search engines, index, contents and other research techniques to locate and interpret information.</p> <p>Produce own scaled maps.</p> |

