

What's the attraction?

Art and Design

- Explore how various features of the school grounds vary in terms of colour and texture.
- Collect information, sketches and objects from looking at the grounds.
- Devise pieces of art that use items from the grounds as part of the work.
- Produce a collage that is inspired by the school grounds.
- create a print inspired by the school grounds work.

Music

- Tell the story of the discovery of magnetic rocks.
- Make music using metallic objects
- Search for links between melodies - do similar melodies go well together or very different ones?
- Compose a piece of music to communicate the properties of magnets.

Geography

- Investigate how compasses behave when taken to different parts of the school grounds and considering their use to explorers.
- Consider how the school grounds can be represented effectively using maps and diagrams.
- Learn how a simple grid reference system can be used to locate objects.
- See how these ideas are used with commercial maps.

Applied Maths

- Data is explored through a survey of whether objects are magnetic.
- Measure (length, weight and capacity) involving the weights of coins and the contents of the explorers' bags.
- Consolidate number work (e.g. counting, ordering numbers and tables facts) through problems with coins and amounts of money.

French

- Meet the special inhabitants of Le Pôle Nord : Le Père Noël et ses rennes.
- Through interacting with Le Père Noël we revise greetings and simple conversation questions and answers.
- Learn numbers 1-12
- Listen to an authentic French Christmas song
- Listen to a story in French and join in verbally and in actions.
- Understand and practise commands and learn directions in French.
- Read and complete a simple letter to Le Père Noël.

Computing

- Use digital technology to capture evidence of the school grounds as photographs.
- Identify on a map where images might have been taken
- Create a document learning how to store and add images from the school network.
- Use the drawing and autoshape tools to draw arrows, formatting those shapes appropriately.
- Upload images to the internet and collaborate on projects using a variety of tools including image hosts, chat rooms and Google Maps.
- Students will learn about the consequences of using such services and the implications for their safety.

Science

- Explore how objects move on a variety of different surfaces.
- Explore the concept of contact and non-contact forces, with magnetism as an example of a non-contact force.
- Investigate magnetism and distinguishing from first-hand experience between magnets, magnetic materials and non-magnetic materials
- Devise ways of testing the strength of a magnet.
- Apply tests to a range of materials, considering which tests are better and how evidence can be usefully and effectively displayed to support interpretation.
- Devise ways of sorting materials into magnetic and non-magnetic and applying these to explore ideas such as "are all metals magnetic?"
- Developing an understanding of magnetic poles and understanding how this can support predictions of the interactions between magnets.

English

- Use of fiction around the ideas of exploring and hunting for treasure
- Learn a poem by heart and recite it
- Design an indoor treasure hunt game

