

Summaries

Round and Round

Art and Design

- Pupils will use their sketch book & create tessellation drawings using shapes or templates. They will learn about patchwork patterns from the last 300 years and about the artist Kaffe Fassett.
- Pupils will be exploring the work of Escher and creating metamorphosis sketches to accompany their lifecycle and creative display work.
- Pupils will be studying, planning and designing their own geometric design to represent their lifecycles,
- Pupils will need to complete their images and prepare all their artwork for their movie or podcast. They will need to summarise their learning and inspiration for the gallery of artwork they wish to present in the final programme.

Computing

- In this Unit pupils are going to look at a variety of web technologies that can be used to share information. It is closely linked with their science topic. Pupils will learn about RSS feeds and news readers such as Feedly.
- They will also have the opportunity to share the video and data they have collected in science by starting a project blog.
- This Unit works best if every pupil has a Google login. The feasibility of this will depend on your schools policy regarding such things, however if every pupil cannot have a Google login, a minimum requirement will be for a class Google account to be created. You can do this by going to Google, clicking "Sign In" then "Create an Account".

English

- Reading and writing lifecycle stories
- Creating lyrics and poems based on life cycles.
- Creating Lifecycle Fact Files
- Cross Curricular Podcasting & Movie Making

Music

- Learn about rounds
- Sing a variety of rounds
- Sing 2 rounds together as a 'partner song'
- Accompany rounds playing a variety of instruments
- Create a performance singing the 'Canoe Song' and 'The Land of the Silver Birch'

Design & Technology

- In this Unit pupils design and make a moving toy which incorporates a cam mechanism.
- They investigate 4 types of movement: rotary, reciprocating, linear and oscillating.
- Throughout this process they investigate learning in different ways and assess their understanding so they can identify and reflect on how they learn best.

Science

- Pupils work collaboratively to plan and create ideas, material and resources required for their interactive display of animal lifecycles.
- They will start by exploring how the various different stages in the life of an animal can be thought of as a cycle. They will then go on to compare the life cycles of different animals, identifying similarities and differences.
- Pupils will be exploring the six stages of the human lifecycle: gestation, baby, childhood, adolescence, adulthood and old age.
- Pupils will then learn about the role of reproduction in the life cycle; this unit presents an opportunity for the school's SRE programme to be delivered if so desired.
- They will then compare the life cycles of animals with those of plants and learn that as well as differences that there are significant similarities.
- In the process of this they will also study the contributions made by scientists such as Jane Goodall and David Attenborough to our understanding of life cycles and processes.

Languages

In this topic, the pupils will consider how time goes round and round in a day.

They will:

- Read a simple story about a caterpillar and how hungry he is before he turns into a butterfly
- Learn to tell the time on the hour, half past, quarter past and quarter to
- Learn to ask the time
- Discover similarities and differences between daily routine at home and in France
- Create and perform a time rap
- Match times with the written word
- Recognise some phrases for daily routines
- Write their own book or comic strip about the day in the life of a frog, bird, butterfly.....

Applied Maths

- Pupils explore number patterns using the idea of going around. They extend this to patterns of shapes to develop their awareness of how both numbers and shapes have a structure to how they fit together.

