Design & Technology

- Using what they have discovered in science the children will create felt

Music

- Pupils will create a picture of a natural environment out of sound in much the same way as they are creating a felt picture in their design and technology

Languages

- Meet Madame Grenouille!
- Learn how she is adapted to her environment and follow her in her adventure around the school. Where is she hiding? Where does she go?
- Learn about masculine and feminine nouns and how to spot them!
- Learn about prepositions too. Read a story in French, map it out and even write it down!

A Place for Everything

Applied Maths

- Pupils will explore a variety of measures in different practical contexts.
- They will also do a wildlife survey.

Geography

- Using compasses and direction.
- 4 figure grid references and map reading.
- Features, symbols and keys on OS maps.
- Fieldwork
- Sketch maps

English

- Recounts – news and police report
- Headlines
- Explanations
- Story planning and writing (an environmental calamity)
- Research and information texts
- Diagrammatic planning
- Evaluating and editing

Science

- Animal and plant identification and classification.
- Grouping and using keys.
- Positive and negative impacts of environmental and habitat changes.
- What is found where? – a guide to local living things

Computing

- This Unit is linked closely with pupils' science lessons, where they have to classify animals according to specific attributes.
- Pupils will learn how to create a branching database (or binary tree) that will allow them to ask questions to identify different types of vertebrate, discovering how computers can be used to solve complex problems faster than humans.