Summaries

To The Stars

Art and Design
- Pupils explore the theme of stars through Van Gogh's 'Starry Night' paintings
- They consider structure, colour texture, and moods
- They develop painting, collage and collograph skills
- They compare and contrast paintings by Van Gogh

English
- Pupils use drama to develop ideas of space travel
- They read and write space journals
- They also use newspaper reports and develop interview skills
- They explore recording and sharing factual events linked with space
- Diary entry
- Explanation text

Music
- Pupils create their own space-themed music, using real and electronic instruments and sounds
- They also listen, discuss, explore and perform their music. They also compare and contrast sounds and instruments used in Holst's 'Planet Suite'

Science
- Pupils explore how the Earth rotates and how this explains day and night
- They learn to describe the movement of the Earth relative to the Sun and the Moon relative to the Earth
- They also explore the use of models to understand our place in the solar system

Languages
- Categorise known words and investigate the characteristics of a new language
- Learn the days of the week and link words to names of stars
- Develop accuracy in pronunciation by answering and asking 'quelle est la date aujourd'hui?' and singing date and planet songs
- Look and listen for visual and aural clues Language Detectives
- Construct simple sentences using a planet theme
- Pupils learn about the typical conventions of word order in the French language
- Pupils apply grammatical knowledge to make sentences - identify word classes - nouns and adjectival agreements
- Choose words and phrases to write a simple compound sentence to describe a planet
- Prepare a presentation of their description about the planets - a book, a song, an assembly

Applied Maths
- Pupils read, write, order and compare numbers to at least 1 000 000
- Pupils interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero
- Pupils round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000
- Pupils solve addition and subtraction multi-step problems in context
- Pupils solve problems involving converting between units of time

Computing
- Pupils develop programming to move a character in space and interact with other characters in an increasingly complex way

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