



**History:**

*The History of Electricity.*

Learning about some of the famous figures who contributed to our understanding of electricity, including Franklin's kite, Volta's battery and Edison's electric light bulb!



**Computing:**

*Scratch:* Learning to program sequences of instructions that perform different functions and to debug code when it goes wrong!

**PE:**

*Football:* Learning the skills necessary to play an invasion game as a team, as well as improving passing and shooting ability.

**Science:**

*Electricity:* Exploring electrical circuits. Investigating materials that conduct electricity. Making different types of switch to make and break a circuit.



**Design Technology:**

*Burglar Alarms:* Using our knowledge of electrical circuits to design and make a working burglar alarm.

# Electricity

We will be learning about how electricity works and the difference it makes in our lives. We will be experimenting with making circuits, creating switches and designing burglar alarms. We will also be learning about some of the historical figures who conducted experiments and made important discoveries about electricity. Please let us know if you have any expertise about this topic that you would like to come in and share.

**Literacy:**

Reading the book *Until I Met Dudley*.  
Studying and writing our own explanations for how everyday machines work - both the scientific and the more imaginative and wacky!  
*Newspapers:* Writing a newspaper report of Spiderman's incredible rescue.  
*Grammar:* Revising common word classes; starting sentences with 'fronted adverbials' that explain how, when or where.  
*Spelling:* continuing to explore and practise common spelling patterns.

**RE:**

*Christianity and Miracles:* Considering what Christians believe about Jesus and his miracles. Reflecting on our own opinions and listening to the opinions of others.

**Maths:**

Adding and subtracting with 4-digit numbers, including solving word problems.  
Multiplying 2-digit numbers by small numbers, and applying this to word problems.  
Applying place value to decimals.  
Multiplying and dividing by 10 and 100 including use of decimals.  
Finding areas of shapes by counting squares.