



Art and D&T:

Practising sewing skills when designing, making and evaluating a hand warmer for mountaineers.



Music:

Glockenspiels

French:

Countries

Science:

Continuing to explore the meaning of reversible and irreversible changes. Running **fair tests** to develop understanding of what occurs when separating solids and liquids.

Geography:

Investigating the formation of mountains and rivers. Looking closely at the highest mountains in the world. Understanding the water cycle.

PE:

Invasion Games: Tag Rugby
Dance: Creating a dance from a sequence of events e.g. Football

PSHCE:

Beginning and belonging
Recognising the feelings for themselves and others of being involved in new situations and developing coping strategies.



Computing:

Networks and the internet
Understanding computer networks, including the internet and the opportunities they offer for communication and collaboration.

RE:

Comparing Christianity and Judaism and looking to answer the question: *Is religion what you say or what you do?*

Climbing Mountains

Children will spend the half term investigating the world around them. As part of this topic, the children will run a **Tourist Information Centre** where parents can visit and learn more about the topic. If you have any expertise on areas of the topic we are covering this half term and would like to come in and share please let us know.

Literacy:

Survival/Mountain themed

- Instructions
- Report
- Persuasive writing
- Poetry
- Longer text focus: The Hatchet
- Story writing (Survival)

Spelling: Learning new spelling patterns and recapping phonics patterns and common tricky words from Year 4.

Writing: Adverbial phrases. Relative and embedded clauses. Active and passive voice. Varied openers including prepositions. Joined writing.

Reading: Trying to read at home at least 5 times a week. Reading and/or discussing with an adult as often as possible.

Maths:

- Revising times tables up to 10x10 (and their inverse) and quick +/- number fact recall.
- Four basic number strategies to solve calculations and using these strategies to solve context based problems.
- Negative numbers (in context)
- Time
- Estimation
- Length: mm, cm, m, km and converting between measurements
- Perimeter and area
- Number properties - prime, square, cube