

Maths

INSPIRE Maths

See Long & Medium Term Planning

Science

Children will continue to develop their working scientifically skills, demonstrating they are able:

To generate ideas and ask questions / To investigate, observe and record / To conclude ideas and concepts

To evaluate

Living things and their Habitats

Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals.

Give reasons for classifying plants and animals based on specific characteristics.

Animals Including Humans

Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood.

Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.

Describe the ways in which nutrients and water are transported within animals, including humans.

English

Children will cover a range of genres linked to WW2 focusing on our reading and writing assessment framework objectives.

Key Texts — see Medium Term Plan

History

Children will continue to develop key historical skills:

To investigate and interpret the past / To build an overview of world history / To understand chronology /To communicate historically

Children will study learn about the origins of WWII, key events and significance of historical leaders. Children will learn about the impact of the war on the home front and children as evacuees as well as the treatment of Jewish children and their families during this period.

Geography

Children will continue to develop key geographical skills:

**To investigate places / To investigate patterns
To communicate geographically**

Children will study and investigate the places affected by WWII, identifying their human and physical features and study the relationship between locality and economic activity. They will make comparisons with today and the impact as a result of conflict in WWII.

DT

Children will continue to develop their design and technology skills:

To design, make and evaluate products whilst developing their technical knowledge

Children will study **textiles**—exploring ,designing, making and evaluating a suitable fabric object that could be used to carry personal items

Children in WWII

RE

Christianity: Creation and science: conflicting or complementary?

How can following God bring freedom and justice?

Modern Foreign Languages

Spanish

<https://www.lightbulblanguages.co.uk/resources-pr-sp.htm#sow>

Art

Children will continue to develop their artistic skills:

To develop ideas / To master techniques / To take inspiration from the greats (classic and modern)

Children will study, take inspiration from and recreate well known paintings and artwork inked WWII.

Key Artist study: Propaganda Artwork

Key Mediums: Drawing, Painting

Personal Development

Rights and Responsibilities

Friendships

Personal Safety

Mutual Respect and Tolerance

Managing Hurtful Behaviour and Bullying

Computing

Children will continue to develop their computing skills:

Programming and Coding, Creating Digital Content, Technology in our Lives, Online Safety and Appropriate Use

Children will develop their understanding of coding, deconstructing and identifying key steps. Children will also access a range of IT to present and edit work, recognising and using a range of tools to increase the creativity of their work whilst learning about various internet services and website reliability. They will continue to develop their understanding of the online world, internet safety and behaviour online.

Key Applications/ Programmes:

Microbits, Probots, Hopscotch, Swift Playground

PE

Invasion Games

(tag rugby)

Gymnastics

Music

Children will continue to develop their musical skills:

Singing, Listening, Composing, Performing

Children will study local music past and present, composing, performing and evaluating their own work and others'. Music will specifically link to WWII.

Potential Educational Visits:

Beamish

Sunderland Museum

DT
Cookery
hygiene measure accuracy ratio scale up scale down baking recipe ingredients temperature microorganisms storage rations evaluate improve meal plan prototype cross-section refine innovate

Science	
Living Things	Animals
characteristics classify taxonomist key bacteria microorganisms microscope microscopic species group	circulatory System heart blood vessel oxygenated Blood deoxygenated blood arteries capillaries veins drugs alcohol nutrients

Maths
INSPIRE MATHS
PLEASE SEE INSPIRE MATHS WORD LIST

English
PLEASE SEE NATIONAL CURRICULUM APPENDIX 2 VOCABULARY, GRAMMAR AND PUNCTUATION

P.E	
Invasion Games	Gymnastics
attacker backward pass defender tag try Dodge intercept invasion W-grip sidestep	apparatus criteria strength suppleness performance compare contrast sequences stamina improve extended sequenc- es combine perform consistency audience link vault spring.

Art
Painting & Collage
sketch line colour palette watercolour acrylic texture visual tactile still life ceramic mosaic Layer

RE
God pray Christian baptism charity creation universe commandments sin omnipotent eternal proverb

History	
chronological order era/period propaganda blitz evacuee leaders dictator political blackout empire home front concentration camp air raid allies axis	sources importance significance legacy impact effects reason first hand evi- dence second hand evi- dence C.E (Before the Common Era) B.C (Before Christ) A.D (Anno Domini) Europe shelter ration Home Guard

Personal Development	
sad scared worried yukky feelings say no and walk away tell a trusted grown up motivation bravery respect nervousness secure/insecure	insecure/secure fault sore spot over reaction humiliation gossip rumour mixed feelings empathy empathise anticipation teamwork anxiety/anxious

Geography	
migrate sustainability natural re- sources Ordnance Survey distance scale grid reference symbols urban/rural land use pollution	Northern hemi- sphere Southern hemi- sphere pollution export import tropical equatorial subterranean location minutes [location] distribution movement landuse biomes

Music
compose texture dynamics expression improvise tempo timbre pitch round duration notation quaver crochet semibreve minim treble clef stave flat sharp harmonies solo cyclic patterns counterpoint ostinato chords tonality notation tablature

Computing		
open-ended problems problem program command instructions debug test algorithm predict data database question branching database information error Sequence output combine enhance	save retrieve network device computer online communicate email social media mouse keyboard monitor deconstruct text photo video graphics effects Share CPU	logic evaluation patterns decomposition tinkering creating hardware technology online bullying evaluate internet simplify sequence share error valuable device media

- Please note these lists are not exhaustive or definitive and provide only a guide to key vocabulary that will be covered in each year group.
- Key vocabulary will be revisited from previous year groups