

Aliens Vs Humans

Autumn 2016-2017

Numeracy	<p>Number and place value</p> <p>Symmetry</p> <p>Measurement</p>
Literacy	<p>Writing instructions</p> <p>Story writing</p> <p>Story sequencing</p> <p>Space poems</p> <p>Newspaper report</p>
Science	<p>See V.P planning</p>
RE/PSHE	<p>See V.P planning</p>
Humanities	<p>GEOGRAPHY: Develop knowledge about locality.</p> <p>Recognise landmarks and basic human and physical features.</p> <p>Use geographical language. (map, plan, near, far, school, landmark, symbol).</p> <p>To know the difference between a map, plan and aerial photo.</p> <p>Use simple fieldwork and observational skills in the school, it's grounds and surroundings.</p> <p>Use locational and directional language to describe the location of features and routes on a map.</p> <p>Use locational and directional language to describe the location of features and routes on a map.</p> <p>HISTORY: To develop an awareness of the past.</p> <p>Identify similarities and differences between ways of life in different periods.</p> <p>To describe school life in Britain in the 1950s/1960s.</p> <p>To identify similarities and differences between the toys we play with and the toys our grandparents played with.</p> <p>To identify differences and similarities between how we spend our pocket money and how our grandparents might have spent their pocket money.</p> <p>To create a digital scrapbook about childhood with the purpose of sharing with a wider audience.</p>

Art/Design and Technology	<p>Art and Design</p> <p>To develop a wide range of art and design techniques including colour, pattern, texture, line, shape.</p> <p>To use different shapes and lines to draw a detailed picture.</p> <p>To use drawing and painting to design a new storybook Alien character.</p> <p>To experiment with paint effects and talk about the results.</p> <p>To use collage as a medium to create space images to stick onto the background from previous week's session.</p> <p>To replicate an artist's style and discuss their work.</p> <p>Design and Technology</p> <p>To design a spaceman/woman using a template and following pictorial and written instructions.</p> <p>To select from a range of materials including construction and textiles.</p> <p>To build a structure exploring how to use mechanisms e.g levers, sliders, wheels.</p> <p>To create a product for somebody, considering healthy eating.</p> <p>To develop, model and communicate ideas through talking and drawing.</p> <p>To design a purposeful product selecting a range of materials to cut, shape and join together.</p>
Computing	<p>To have an online discussion and understand the benefits.</p> <p>To know the importance of passwords.</p> <p>To consider what is personal data</p> <p>To know how to report a problem online.</p> <p>To design an E-Safety poster to display around the classroom.</p> <p>Skills: Start/shutdown, log on /log off</p> <p>Keyboard skills</p>