

ART

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- Find out about great architects and designers in history.

Music

- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.

GEOGRAPHY

- Name and locate countries and cities of the UK, geographical regions and their identifying human and physical characteristic, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time.

Spanish

In this weather unit the children will learn how to:

Repeat and recognise the vocabulary for weather in Spanish.

Ask what the weather is like today.

Say what the weather is like today.

Create a Spanish weather map.

Describe the weather in different regions of Spain using a weather map with symbols.

DESIGN TECHNOLOGY

- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
- Generate, develop, model and communicate their ideas through discussion and annotated sketches.

PSHE

- Recognise resources can be allocated in different ways and that these economic choices affect individuals, communities and the sustainability of the environment.
- Recognise their worth as individuals by identifying positive things about themselves and their achievements, seeing their mistakes, making amends and setting personal goals.

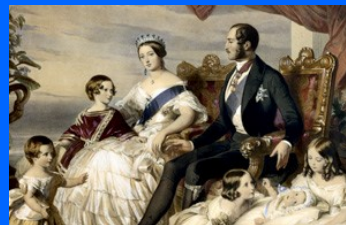
PE

- Develop flexibility, strength, technique, control and balance.
- Applying skills and using tactics when performing in an activity, draw upon previous knowledge and experiences of tactics, strate-

HISTORY

- Study an aspect or theme in British History that extends pupils' chronological knowledge beyond 1066.

Revolution (The Victorian Era)



ENGLISH

- Non-chronological reports
- Diary entries
- Balanced argument
- Recount



SCIENCE (Electricity)

- Understand and reflect on the history of electricity.
- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- Use recognised symbols when representing a simple circuit in a diagram.
- Understand the dangers of electricity and electrical hazards.
- Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.
- Record data and results of increasing complexity using scientific diagrams, labels, and charts.

Computing

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.