



PE Athletics and gym



All Lit Up!



RE



History

LKS2 Term 3B

Finding out about the life of Ancient Greeks; their key achievements in establishing democracy and the Olympic Games; and their legacy in the modern day.



DT Light that up!

Designing and constructing an object or game that uses electricity, eg a traffic light, burglar alarm or torch.

Beliefs in Action in the World
Finding out how religions and beliefs respond to global issues of human rights, fairness, social justice and the importance of the environment in Christianity.
Visitors: people in the community



Science

Electricity and Sound

Learning about sound, how it is made and what affects volume and pitch.

Investigating simple electrical circuits, knowing when circuits are complete, including the use of switches and recognising some conductors and insulators.

Potential visits: Power Station (Interserve), BFBS



PHSE

New Beginnings (Sept/Oct)

Covering empathy, self-awareness, motivation and developing social skills.

Getting on and Falling Out (Nov/Dec)

Covering managing feelings, empathy and social skills.

Say No to Bullying (Nov)

Covering empathy, self-awareness, social skills.



Art

The Parthenon Marbles

Finding out about the Marbles. Investigating how Ancient Greek art was influenced by earlier civilisations and how it influenced later cultures. Learning techniques to draw figures and animals more realistically.



Geography

Super Power!

Looking at sustainability and the distribution of natural resources (energy and water), locally and globally.

Potential Visits: Power Station and Osmosis Water Works (Interserve); Wind Farm (FIG).



Maths

The Maths curriculum follows a cyclical cycle throughout the year. We follow the Abacus long term plan to ensure coverage throughout the year.



Computing

Bringing Images to Life

Developing understanding of the ways that digital images can be edited and transformed. Developing understanding of animation, using digital tools to create their own animation. Using programming software to produce programmed animations, using sequence, repeat and selection.



English

This term we will cover: stories about times past; persuasive writing; nonsense poetry; stories from other cultures; chronological reports; poetry by heart.