



History

LKS2 Term 3B

Structures!

of structures; in the context of run.



Swimming, Athletics and gym.



Exploring structures; selecting materials; applying understanding designing and building a marble



Teachings and Authority

Considering the sources of guidance in our own lives and those of Christian and Muslim faith; reflecting on the idea of God and the relationships people have with Him.



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



the year.

The Aztecs and Mayans

Finding out about significant events and people in the Aztec and Mayan periods of South American history; investigating their legacy today.



Science

Forces and Magnets

Comparing how things move over surfaces; noticing that magnet forces don't need contact between surfaces: observing how magnets attract and repel each other; group everyday materials according to whether they attract magnets.

Potential visits: Motor Transport and the Royal **Engineers**



Relationships

Discussing families & friendships; love & loss; memories; safeguarding and assertiveness.

Changing Me

Looking at life cycles; changing bodies; growing from young to old; assertiveness and selfrespect.



South American Art

Learning about artists such as Frida Khalo, Leonora Carrington, Diego Rivera and Carlos Paez Vilaro; sculpting clay; using colour in drawing; and making a collage.



Let it Flow!

Investigating the rivers of the world, such as the Amazon and the San Carlos (Falkland Islands); finding out about how they form, their key features and the role they play in the environment; learning about the water cycle and its role in river formation.

Programming and Games

Computing

Exploring simulations; explaining how these are structured and some of the programming needed; decomposing tasks and creating and debugging algorithms to solve them; understanding how algorithms support the programming process; writing programs to achieve specific objectives; understanding and using sequence, selection and repetition; testing, debugging and refining their programs.



This term we will cover: adventure stories; plays and dialogues; persuasive writing; non-chronological reports; traditional poems; and shape poems - playing with form.