

Children's TV Production Co. - Sep 22 to Feb 23

Science:
 Light - Recognise that light appears to travel in straight lines, explain that light travels from a source to our eyes, use the idea that light travels in straight lines to explain shadows
 Electricity - Compare and give reasons for variations in how components function, use recognised symbols when representing a simple circuit in a diagram
Trish:
 Living things and their habitats - lifecycles
 Evolution and Inheritance - Identify how animals and plants are adapted to suit their environment and how this might lead to evolution

English:
 Word reading, handwriting and reading/spelling linked to targeted letter strings and prefix and suffix work
 Comprehension: Development of skills through reading and discussion of non-fiction books related to historical focus, as well as class book study of Beowulf (Michael Morpurgo version)
 Draft, write, evaluate and edit written pieces of work in a variety of text types, including reviews, reports, Norse tales, scripts etc. Use these opportunities to develop grammar and punctuation.

Religious Education:
 Early Christianity in Britain
 Differences between burial traditions for Pagans and Christians

Music:
 Improvise and compose music to be used as scores for programmes
 Play and perform in ensemble contexts.
 Use and understand staff and other musical notations through small group tutoring of guitar

Art and Design:
 Introduction to more mature sketchbook techniques.
 Improve their mastery of art and design techniques through the design and productions of backdrops, model TV studios, stop animation etc.
 Study of costume design.
 Focus on Viking textiles and accessories.

Design Technology:
 Use technical knowledge to design, make and evaluate models of TV studios, including the use of lighting and how this can be adapted to suit desired effect, using electrical systems in their products

Maths (to be covered through MOE):
 Studio plans and model sets - convert between different units of metric measure, perimeter, area, scale factor
 Lighting: angles (estimate, compare, draw and measure, solve problems)
 Company accounts: interpret and construct pie charts and line graphs; solve comparison, sum and difference problems using information presented on a line graph

RSE:
 Internet safety and harms, Online Relationships - use of Seesaw to simulate social media platforms and examine safe use of them for when used in the future
 Respectful Relationships and Caring Friendships - by creating a children's documentary based on gender stereotypes in history and in doing so exploring respect for those who are different to ourselves (particularly in relation to gender)

Modern Foreign Language:
 French - Descriptions of physical appearance

PE: Gymnastics and Dodgeball

Computing:
 Develop coding skills through the use of Minecraft to create Anglo-Saxon and Viking villages to be used.
 Use search technologies effectively to find information.
 Use movie editing software to create documentaries and trailers.

Geography:
 Develop locational knowledge through the study of Viking travels.
 Focus on Birka, Sweden (archaeological site related to Vikings) and British map in relation to Anglo-Saxon struggle against Vikings
 Compare Birka location and geography to that of Sutton Hoo
 Study of rivers
Trish: Water Cycle

MAIN FOCUS
 History: The Viking and Anglo-Saxon struggle for the Kingdom of England