

## History

The children will use a range of sources to investigate and interpret the past. We will use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of WWI.

## Science

In Science we will be working scientifically to understand light including:

- recognise that they need light in order to see things and that dark is the absence of light
- notice that light is reflected from surfaces
- recognise that light from the sun can be dangerous and that there are ways to protect their eyes
- recognise that shadows are formed when the light from a light source is blocked by an opaque object
- find patterns in the way that the size of shadows change.

## Religious Education

In RE this term we will be using 'The Big Freeze' which is the Bible timeline to help us understand Christianity. We will begin studying the old testament starting with God's good creation of the universe.

1914-  
1918

# 'World War One'



## Physical Education

In PE this term we will be continuing to work with Andrew Vince from the North East Skills Training. The children will be using running, jumping, throwing and catching in isolation and in combination to complete a range of different PE activities e.g. bench-ball, handball, FUNDS.

## English

In English we will read and analyse a range of poetry from World War One starting with 'Flanders Fields'. We will describe the impact and effect of the poem on the reader based on the language chosen by the poet. We will then use this information to write our own poetry based on World War One and remembrance. Further on in the term we will be focusing on traditional tales particularly focusing on the endings of a range of Traditional Tales. The Seven Ravens-Brother Grimm will be the main text focus and the children will write their own traditional tales incorporating appropriate language features, structure and themes.

## Geography

We will locate the world's countries, using maps to focus on Europe and locations related to World War One. We will investigate the lasting effects of the War on the geography of the land and understand how some of these aspects have changed over time.

## Computing

In computing we will continue using the programme Scratch, to create an animated cartoon. We will then move onto being 'bug fixers' correcting errors in scripts.

## Art

We will collect information, sketches and resources linked to WWI. We will then use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines, experimenting with creating mood with colour.

## Music

The children will continue to learn new tunes on their recorders, playing in both solo and ensemble contexts, to develop their accuracy, control, fluency and expression.

## DT

We will understand and apply the principles of a healthy and varied diet by preparing and cooking a variety of predominantly savoury dishes linked to rationing during WWI.

## Mathematics

We will be focusing on addition and subtraction and multiplication and division including:

- add and subtract numbers mentally, including:
  - a three-digit number and 1s
  - a three-digit number and 10s
  - a three-digit number and 100s
- add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction
- estimate the answer to a calculation and use inverse operations to check answers
- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction
  - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables
  - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods
  - solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects