



	Week 1 06/01	Week 2 12/01	Week 3 19/01	Week 4 26/01	Week 5 02/02	Week 6 02/02
<b>Reading</b>	<i>Letters from the Lighthouse</i> by Emma Carroll	<i>Bombs &amp; Blackberries</i> by Julia Donaldson <i>The British</i> by Benjamin Zephaniah	<i>Martin Luther King</i> (Literacy Shed) <i>1963 March on Washington</i> news report	<i>Introduction to the Holocaust</i> <i>Wild Boy</i> by Rob Lloyd Jones	<i>A Biography of Rosa Parks</i> <i>A Traveller in Time</i>	<i>When the Sky Falls</i> by Phil Earle <i>Letters from the Lighthouse</i> by Emma Carroll
<b>Writing</b>	Diary entry + setting description	Diary entry + setting description	Diary entry + setting description	Balanced argument	Balanced argument	Balanced argument
<b>Maths</b>	Recap of fraction work so far Add mixed numbers	Subtract mixed numbers Multistep problems	Multiply fractions by an integer Multiply fractions by a fraction	Divide a fraction by an integer Divide a fraction by a fraction	Fractions of an amount Fractions of an amount – find the whole number	Mixed questions with fractions Consolidation
<b>Science</b> Animals including humans	To know the main parts of the circulatory system.	To describe the functions of the heart, blood vessels and blood.	To recognise the impact of exercise, on the way our bodies function. Identify scientific evidence that has been used to support or refute ideas or arguments.	To know how to take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate.	To recognise the impact of diet, on the way our bodies function.	To recognise the impact of drugs and lifestyle on the way our bodies function (alcohol and cigarettes).
<b>Humanities</b> WWII	To locate countries on a map.	To describe the key events of 1939 and 1940.	To investigate a range of sources to draw conclusions about the Blitz.	To sequence worldwide events.	To label countries and capitals of Eastern Europe.	To mark key human characteristics on a map of Europe.
<b>Computing</b> Programming Variables in games	To define a 'variable' as something that is changeable.	To explain why a variable is used in a program.	To choose how to improve a game by using variables.	To design a project that builds on a given example.	To use my design to create a project.	To evaluate my project.
<b>RHE</b>	To share my achievements and	To know my learning strengths and set	To know about problems in the world	To know what might influence people's	To know that some jobs are paid more	I can apply my knowledge to

Living in the wider world	obstacles and evaluate how these have helped me grow	challenging but realistic goals for myself	that concern me and consider ways in which I can work with others to help make the world a better place	decisions about a job or career	than others and money is one factor which may influence a person's job or career choice	demonstrate that I know the steps I will need to overcome challenges
<b>Art</b> Printing	I know key facts about Andy Warhol, Private Charles Miller, and Henry Moore	I can experiment with wax resist styles	I can explore printing techniques	I can evaluate an artist's work and use it to inspire my own WWII piece	I can use my knowledge of shape, impressionism and patterns to create a piece inspired by my chosen artist's work: PREPARATION.	I can use my knowledge of shape, impressionism and patterns to create a piece inspired by my chosen artist's work: FINAL PIECE.
<b>PE</b> Netball	To create and use space	To pass, receive and shoot with increasing accuracy	To use marking and interception to improve defending	To understand positioning on netball court	To use the rules of the game consistently and honestly	To work collaboratively and apply all that I have learnt in a game situation
<b>PE</b> Gymnastics	To develop straddle, forward and backward roll.	To develop rolling into sequence and onto apparatus.	To develop counter balance and counter tension.	To develop jumps and explore the effect of height.	To explore jump sequence work.	To create a group sequence using formations and apparatus.