



Class: Crystal

Date of project: Terms 5 and 6

More detail will be found on weekly newsletters

Art: Use printed images and combine with other media to produce art work. To explore the work of William Morris.

DT: Create a circuit with a bulb or buzzer into a model.

Computing: Create a map to instruct and programme a floor robot to move around. Explore algorithms.

History: To understand local historical connections and develop historical understanding of the Stone Age to Iron Age period. Study and explore Ancient Greece.

Geography: Explore different types of settlements and link to villages, towns and cities.

Music: Describe and compare moods in different pieces of music.

RE: What does it mean to be a Christian in Britain today?

PSHE: Explore, discuss and debate topical issues (local and world) affecting themselves and others.

RSE: Know about changes as we get older.

PE: Develop knowledge of maps and diagrams to travel around a course.

Science: Explore, compare and group together different types of rocks and magnetic materials. Understand how fossils are formed. Investigate light and shadows.

MFL: Broaden vocabulary and show understanding of words and phrases linked to sport.

Maths: Geometry: 2D and 3D shapes, recognise angles and turns and identify horizontal, vertical, perpendicular and parallel lines.

English: Explore a range of different writing styles from cartoons to instruction writing to diary writing.

Can we step back in time?



Significant text:

In Term 5 and 6, we will be using the following texts:

Stone Age boy by Satoshi Kitamura.

Greek Myths by Marcia Williams

How to Wash a Woolly Mammoth by Michelle Robinson & Kate Hindley

To immerse our class through terms 5 and 6 we will have the following learning environments:

Zoned learning areas to include:

A cave with dark material with stone cushions.

A Greek temple with a Greek backdrop, sparkly drapes and vines to decorate the temple.

A calm Stone Age fire area with rocks.

There will be blue ceiling drapes and table covers linked to the theme.

Project launch:	What can we see?	How have times changed?	What will happen?	What is true?	What impact has it had?	Project outcome:
Special visitor to come in and build Stone Age/Iron Age houses and explore clothes and lifestyles from that period in history.	Explore the Stone Age/Iron Age period. Produce a piece of artwork linked to the Stone Age.	Investigate changes. Create a story based on our class text.	Explore Stone Age / Ancient Greek lifestyles. Instructional writing.	Learn about Greek myths. Produce a piece of drama/music.	To explore historical links and make connections. Programme a robot.	Children to share a piece of drama/music/sports to an audience.