



Class: Diamond Date of project : Terms 3 and 4

Project aims:

Maths – Fractions, decimals, time.

English – narrative writing , diary ,instruction text ,oral story telling.

Science – electricity /circuits

Computing – programming and writing algorithms using Scratch

DT – Making moveable objects /robots.

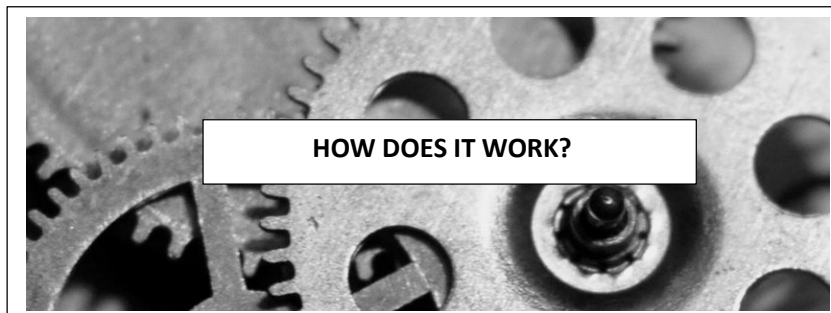
Art - 3d structure s – bridges .Who designs them ?

PHSE – the importance of hygiene – know that bacteria and viruses affect the body

History – Egyptian inventions

RE – Journeys – Why do some people think that life is a journey?

PE – Volleyball and handling skills. Gym



HOW DOES IT WORK?

Significant text:

Hugo Cabret - Orphaned and alone except for an uncle, Hugo Cabret lives in the walls of a train station in 1930s Paris. Hugo's job is to oil and maintain the station's clocks, but to him, his more important task is to protect a broken automaton and notebook left to him by his late father. Accompanied by the goddaughter of an embittered toy merchant, Hugo embarks on a quest to solve the mystery of the automaton and find a place he can call home.

Immersion:

Classroom will have an industrial feel with cogs and wheels on the walls. Area for a workshop to enable the children to design and create.

Project launch I am an engineer/scientist Dress up day. Activities to construct and deconstruct.	Computing Programming using Scratch	Science Investigation a series circuit looking at including bulbs,switches, Insulators and Conductors.	Science /music How is sound made? Making percussion Instruments	DT Making robots applying DT skills of joining and combining materials.	History Egyptian inventions that have an impact on our lives today.	English We are authors! Writing and publishing our own books. Audio book	Project outcome Sharing our stories with others
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