

Class: Jet

Date of project: Terms 3 and 4

Art- To explore the use of pastels.

To explore and study the work of the artist Frederic Church

Computing- To know how to keep safe online.

To plan and debug algorithms.

DT- To design and make functional and appealing products.

To design and construct a moveable structure.

Geography- To name the oceans, continents and poles.

To create simple maps with keys and use compass directions.

History- To explore significant people and events from the past.

Music- To follow melodies and add accompaniments to create and combine sounds.

PSHE- To express own views and reasons of ways to look after the environment.

PE- To strengthen core muscles through yoga.

To develop a gymnastic sequence using balance.

To explore inclusive sports.

RE- To understand and know about a religion. (Islam)

Science- To identify and name a range of everyday materials and explore their properties and how the materials can be changed.

Maths- Telling the time, position and direction , including turns. Multiplication and division.

English- Develop spelling rules for suffix endings.

Variety of genre writing including fiction, non-fiction and poetry.



## What discoveries will we make?

In Term 3, we will be using the following texts: The Great Explorer by Chris Judge. Ice Trap and Tom Crean's Rabbit by Meredith Hooper.

In Term 4, Rosie Revere Engineer by Andrea Beaty. The Iron Ship by Dennis Hamley.

To immerse our learning environment in Term 3 we will have an icy mountain backdrop, blue celling drapes, a tent enclose, campfire, a starry night backdrop to represent the northern lights, snowballs and our tables will be made to look like the ocean. There will be the smell and sound of the sea.

Term 4- a boat structure (SS Great Britain), a ship's cabin, clothes from this era, smells of a ship. The sounds and smells of the sea will continue.



Project launch:	What's in the	Which way?	Who would I	What was it	Will it work?	Project outcome:
03.01.2018	sky?		be?	like?		14.03.2018
		To create an			To design and	
Dress up as an explorer or inventor and tell the class about them.	Northern light pastel art picture.	explorers map of the Artic with symbols.	To compare Scott and Shackleton and their expedition.	A diary entry from the SS Great Britain.	create an SS Great Britain Boat Trolley.	Coffee morning for the local community to raise funds for SS Great Britain.

