



Class: Jet and Ruby

Date of project: Terms 3 and 4



## What discoveries will we make?

**Art-** To explore the use of pastels.

To study the artists– Frederic Church and Paul Klee

**Computing-** Programming skills

To plan, enter and understand a sequence of instructions.

To know how to keep safe online.

**DT-** To design and make functional and appealing products.

To design and construct a moveable structure.

To make SS Great Britain biscuits.

**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 – Ernest Shackleton, Rosie Stancer and Isambard Kingdom Brunel.

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

**PSHE-** To explore dreams and goals – ‘Dreams and Goals’

To understand the importance of being healthy – ‘Healthy Me’.

Local community link: Wickwar station – Brunel buildings on the down platform to Bristol.

**PE- Gymnastics-** Unit I- Making Pathways Unit J- Turning, Twisting and Spinning

**Games-** Unit 2- Making up games. Unit 4- Group Games (inventing rules)

**RE-** To understand and know about different religious celebrations and sacred times.

**Science-** To identify and name a range of everyday materials and explore their properties and how the materials can be changed. Explore global links relating to the ice caps melting and global warming.

**Maths** – Addition and subtraction problem solving, exploring shape, reasoning with measure, multiplication and division and fractions.

**English** – Recount, newspaper report, application letter, diary entry, instructions and a non-chronological report.

In Term 3, we will be using the following texts:

The Great Explorer by Chris Judge and Ice Trap by Meredith Hooper.

In Term 4, The Iron Ship by Dennis Hamley and Brunel The Great Engineer by Sally Hewitt.

To immerse our learning environment in Terms 3 and 4 we plan to have an icy mountain themed area, a tent/ice enclosure, a starry night backdrop to represent the northern lights and our tables will be made to look like the ocean. We will also have a boat structure to represent the SS Great Britain.

Project launch:	What's in the sky?	Which way?	How do we celebrate?	What was it like?	Will it work?	Project outcome:
Polar research and Eco day. Children to wear winter clothes: hats, gloves, scarves etc.	Northern light pastel art picture.	To create an explorers map of the Artic with symbols.	To make a patchwork flag for the SS Great Britain.	A diary entry from the SS Great Britain.	To design and create an SS Great Britain Boat Trolley.	To produce a virtual class assembly of our learning.