



Class: Pearl

Date of project: Terms 5 and 6

Project aims:

Using 'Sky Song' text as inspiration, children will explore the Arctic and the 'magic' of the Northern lights.

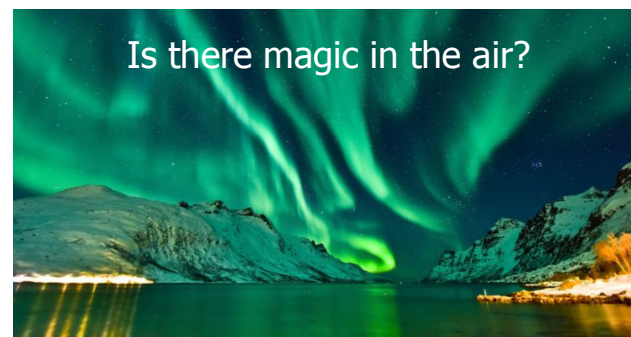
Children to learn about the Arctic (the climate, physical features, the Inuit people and the animals that live there). They will make comparisons between North and South America and the Inuit and Maya civilisations.

Discovering how the Northern lights are created and what different people believe about them, children will create explanation texts, poetry and artwork. They will later use their knowledge of the 'Sky Song' story and the Northern Lights to write their own adventure/fantasy story.

Themes from the story will lead to discussions and learning around inclusion, stereotyping and diversity.

Science, DT and Computing skills will be combined to design, build and control moving vehicles.

Maths will involve developing measurement skills as well as exploring statistics and combining our knowledge to problem solve.



Significant texts:

Sky Song – Abi Elphinstone (Key text)

Northern Lights – Philip Pullman (using extracts of text)

Classroom environment:

- Northern lights effect in classroom ceiling using black, green and blue fabrics and fairy lights.
- Igloo created in the corner of the room and large sleigh in the middle of room for children to work inside of or on.
- Waterfall/forest background on opposite side of the room and large silhouettes of animals from the story displayed.

Project Launch: Polar expedition day involving many different activities.	Arctic – reports about the climate, animals, people and physical features.	Northern lights – artwork, poetry and explanations of how they work and what people believe.	History Comparisons between North and South America and Mayan and Inuit people.	Forces – exploring gravity, air resistance, water resistance and friction.	Narrative – writing a fantasy, adventure story using 'Sky Song' as inspiration.	Computing – programming moving objects using LegoWedo.	Final Outcome: Competition to test out moving vehicles created and computer programmed.
---	--	--	---	--	---	--	---