



Class: Ruby

Date of project: Terms 5 and 6

Art- Printing - To print with a polyblock on fabric (Theresa Newham inspired artwork)

Computing – Programming a quiz design and character using Scratch Jnr.

English – Character descriptions, setting descriptions, predictions, letter in role, narratives, poems and Non-Chronological Reports.

Geography- To compare and contrast Wickwar and Mumbai (India) looking at physical and human features.

History- an enquiry into significant individuals Florence Nightingale and Edward Jenner.

Music- Charanga – I Wanna Play in a Band.

PSHE- Jigsaw – Term 5 Relationships Term 4 – Changing Me

R.E - What makes some places sacred?

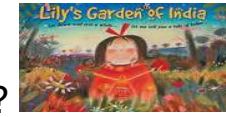
PE- To learn skills in athletics and apply those to create an India inspired team game (Term 5)

Athletics and Unit 2: Outdoor Adventurous Activities (OAA). (Term 6)

Science- To investigate living things and their habitats (Term 5)

To investigate what plants need to survive. To observe and describe how seeds and bulbs grow into mature plants (Term 6).

Maths – Fractions, Measurement (length and height & mass, temperature and capacity) Time, Statistics, Problem Solving using the four operations and Position and Direction.



Where is the magic?

In Term 1, our class text will be 'Leon and the Place Between' by Grahame Baker-Smith. We will also look at books about Florence Nightingale to support our history topic of Miracle Healers.

In Term 2, our main text will be 'Lily's Garden of India' by Jeremy Smith; we will also be using the fiction book Elephant Dance by Therese Heine to create poetry. We will be researching India by exploring a range of nonfiction texts (India, Incredible India).

To immerse our learning environment in Terms 5 and 6, we will be creating a magical journey which will include a circus tent and stage inspired by our first text 'Leon and the Place Between'. We will also have a magical garden filled with plants, an enchanted garden backdrop and twinkle lights which will immerse children in the story of 'Lily's Garden of India'. To inspire curiosity when learning about India we will have a Taj Mahal backdrop and patterned drapes made in India.

Project launch:	Project One:	Project Two:	Project Three:	Project 4:	Project Outcome.
Wow Day -Dress up day - Make magical potions - Design a magical object to transport them.	What are the rules? Create an Indian athletics game.	Where are we going? Innovate the story 'Leon and the Place Between.	What is this place? Research about India and write a non-chronological report	How do we print? Create prints on fabric.	Parents invited to watch children play the games they create.