



Class: Ruby

Date of project: Terms 3 and 4

More detail will be found on weekly newsletters

Art: To explore and discuss the work of Andy Warhol.

DT: Identify a purpose for what they want to design.

Computing: To investigate and explore online safety. To understand the impact of technology.

History: To research significant individuals – Florence Nightingale and compare to local history of Wickwar – gas explosion - who helped.

Geography: Know some capital cities of other countries – learn where Florence Nightingale came from.

Music: Identify how different musical elements combined can create mood.

RE: How should we care for others and the world, and why does it matter?

PSHE: Understand how people keep us safe and how some medicines can be harmful.

PE: Perform simple dance moves and demonstrate rhythm, control and mood. Combined games using multi-skills and inclusive sports.

Science: Identify, compare and group every day materials. Describe their properties.

Maths: Multiplication and division, fractions and measures.

English: To explore language features of fiction and non-fiction. Create a narrative.



How can we help?

Significant text:

In Terms 3 and 4, we will be using the following texts:

Florence Nightingale by Emma Fischel

Traction Man by Mini Grey

To immerse our class through terms 3 and 4 we will have the following learning environments:

Zoned learning areas to include:

Army camp: Cargo net, low tables with camouflage covers

Hospital area: Staging to create a hospital bed, grey drapes and hospital signs

Superhero area: Buildings back drop, red drapes and hero signs

There will be blue ceiling drapes and table covers linked to the theme.

| Project launch: | Who is a hero? | What does a hero need? | What does a hero look like? | Can anyone be a hero? | Can we make a difference? | Project outcome: |
|--|--|--|--|--|--|---|
| A visitor to come to school (OBE) to talk about helping others – Fri 7 th Jan. A visit from the fire brigade 22 nd Jan. | Investigate everyday heroes. Create a non-chronological report about Florence Nightingale | Explore equipment and people used to keep us safe. Design and draw a Florence Nightingale lamp. | Look at different types of heroes. Produce an art piece based on Andy Warhol. Design a hero car. | Explore narratives based on heroes. Create a story. Compose a simple piece of music and dance. | Research the impact of technology. Look at the link to charities. Write a letter of persuasion. | Raise money for a chosen charity – to be decided by the children. Involve peers/parents. |