



HISTORY

- Flood in a local area - Lynmouth

GEOGRAPHY

- Describe and understand the water cycle
- Physical features of a local area
- Name and locate the main rivers in the UK
- Understand the main features of a river
- Understand how physical features might change over time

RE

- Yr 3/4 - L2.3 What is the Trinity and why is it important for Christians? L2.12 How and why do people try to make the world a better place?
- Yr 5/6 - U2.3 Why do Christians believe Jesus is the Messiah? U2.12 How does faith help people when life gets hard?

LITERACY

- Explanation text (e.g. water cycle)
- Story writing
- Poetry writing- A River by Marc Martin
- Instructional writing

LANGUAGE

- French

SMSC

- Consider the impact humans have on rivers and the environment

PERSONAL DEVELOPMENT

- Working together
- Next step planning

CREATIVE AND CRITICAL THINKING

- Being reflective
- Resilience

DIGITAL DIMENSION

- Watch documentary (Planet Earth)

CREATIVE OUTPUTS

- 3D water cycle model
- Create a waterwheel

MUSIC

- Symphony no9 (New World) by Dvorak

ART AND DESIGN

- Painting – Land/seascapes - local artist Hester Berry
- Arts week: Collage – Teesha Moore

PHYSICAL EDUCATION,

- Handball
- Quik Cricket
- Tennis/Badminton
- Rounders
- Basketball

MATHS

- Number and place value
- Addition and subtraction
- Multiplication and division
- Statistics
- Measurement
- Geometry (properties of shape)
- Fractions (including decimals – Y4)
- Geometry (position and direction – Y4/5/6)
- Fractions (including decimals and percentages – Y5/6)
- Ratio and proportion (Y6)
- Algebra (Y6)

SCIENCE – Y3/4 States of Matter/ Rocks Y5/6 Properties and Changes of materials/ Evolution and Inheritance

- Understanding that some changes of state are reversible/irreversible
- Some changes make new materials (usually irreversible, changes associated with burning and action of acid on bicarbonate of soda)
- Recognise that living things have changed over time and living things produce offspring of the same kind
- Identify how animals and plants are adapted to suit their environment in different ways and the adaptation may lead to evolution

COMPUTING

- Y3/4 Stop-frame animation/The internet
- Y5/6 3D Modelling/Internet communication
- Online Safety

DESIGN AND TECHNOLOGY

- 3D water cycle model
- Mechanisms - Create a device to move water e.g. waterwheel