



ENERGY



As readers and writers, we will know and remember:

Narrative

Sense Poetry:

- ~ how to use figurative language, noun phrases, similes and metaphors to create a Sense Poem based on the Flannan Isle Mystery

Short Stories:

- ~ how to writing short stories using 'Alma' video and visit to Muncaster Castle for stimulus. How to build-up suspense and tension with in a story.

Letter Writing:

- ~ how to use formal and informal language depending on the purpose of the letter. Flannan Isle Mystery to be used as the stimulus for writing.

Non – Fiction

Instruction Writing:

- ~ how to use imperative verbs, parenthesis and simple sentences to write clear instructions.

As Scientists we will know and remember:

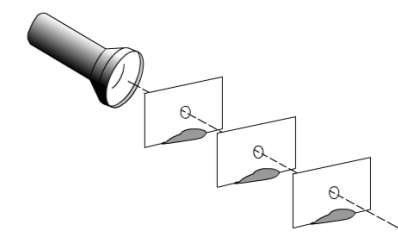
- ~ how to plan different types of scientific enquires to answer questions
- ~ how to make accurate measurements
- ~ how to make sensible predictions
- ~ how to conduct a fair test
- ~ how to report and present findings

Electricity

- ~ how to create a series and parallel electrical circuits
- ~ how to investigate the brightness of lamp
- ~ how to add a variety of components
- ~ how to draw and use simple diagrams of the circuits.

Light:

- ~ that light travels in a straight line
- ~ how light is reflected
- ~ how to draw and demonstrate light sources
- ~ how shadows are formed



As British citizens we will know and remember:

Sikhism:

- ~ by using correct words and phrase when discussing belief and religion
- ~ how and why religions have different views on how people should live their lives
- ~ my own views about religions and how people should live their life
- ~ the different sacred books of religions and how they are sometimes linked
- ~ my personal views about a range of important religious issues and discuss the views of others

RSHE

Happy and Healthy friendships/ Similarities and Differences

- ~ how to develop personal relationships
- ~ how to accept and recognise changes within relationships
- ~ how to create my online identity
- ~ how to deal with online bullying
- ~ how to recognise where I belong

As computer experts we will know and remember:

Coding:

- ~ to follow coding cards to animate a name by knowing how to make sound, change fonts colour and size and a decorate name
- ~ to follow a coding card to create an imaginary world by creating a sprite and making it move, speak and change costumes

Online Safety:

- ~ how to protect my self-image and identity online
- ~ how to maintain, understand and develop an online reputation
- ~ how to manage online relationships

As designer we will know and remember

Mechanical Systems: (Moving Toys)

- ~ how to research famous designers to inform my designs
- ~ how to develop, model and communicate my ideas through discussion, sketches, diagrams & prototypes.
- ~ how to use my skills to problem solve during the making process
- ~ to use my knowledge of famous designs to further explain the effectiveness of existing products and products I have made
- ~ to use a wide range of methods to strengthen, stiffen and reinforce complex structures and can use them accurately and appropriately

As artists we will know and remember

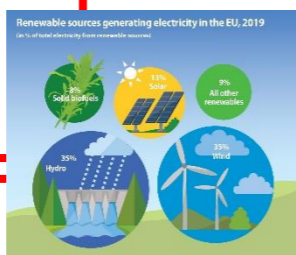
Bridgit Riley & Op Art

- ~ the work and ideas of Bridget Riley by explaining and justifying preferences towards her artistic styles.
- ~ how to create pieces of art taking into consideration the scale and proportion, simple perspective using the focal point and horizon.



Colour Wheel

- ~ the primary, secondary and tertiary colours
- ~ how the colour wheel helps artists to recognise colours that will complement each other.
- ~ how the eye works and how we see colour (linking back to our science learning)



As Geographers we will know and remember:

- ~ how all living things and natural processes require energy
- ~ the purpose of biomes and vegetation belts.
- ~ the physical features of volcanoes and earthquakes – linking to knowledge about the pacific rim
- ~ that energy occurs in many forms and one energy form can be changed into another energy form. (Solar energy creates wind, wind can be turned into mechanical/motion energy / turning lights on converts electrical energy to light and heat energy/battery powered = chemical to motion)
- ~ how Sellafield has an impact on our environment
- ~ how Haverigg Wind Cluster is trying to improve our environment – linking to other renewable and non – renewable energy

Mathematicians we will know and remember:

Place Value

- ~ to read, write, order, compare numbers up to 1,000,000
- ~ to round whole numbers to the nearest 10, 100, 1000
- ~ to add and subtract powers of ten up to 100,000
- ~ to recognise a tenth, hundredth and thousandth in a decimal number
- ~ to round decimal numbers to the nearest whole number
- ~ to use knowledge of decimals to solve word problems involving measure and money.

Written Calculations:

- ~ to add and subtract whole numbers up to 5 digits
- ~ to understand when to exchange a 10, 100 or 1000 when completing addition and subtraction calculations
- ~ to multiply 1-digit numbers by 4-digit numbers
- ~ to multiply 2-digit numbers by 4-digit numbers using an appropriate method
- ~ to divide 1-digit number by a 4-digit number
- ~ to divide a 2-digit number by a 4-digit number
- ~ to recognise remainders in a division calculation

As athletes we will practice and develop key skills:

Cross Country

- ~ to develop and maintain a better running technique.
- ~ to be able to maintain a consistent running pace.

Circuit Training

- ~ to take part in different athletics challenges and try to achieve a personal best:

 1. Speed Bounce – how many bounces can be done in 20 seconds?
 2. Standing long jump – how far can be jumped from standing position?
 3. Vertical jump – how high can be jumped?
 4. Skipping – how many skips can be done in 30 seconds?
 5. Shuttle run – how fast can 100 metres be run? This can be done in shuttles e.g. 5 - 20 metre sprints.

