

Kinney Class – Spring 1 On the move



English

- Listen and answer comprehension questions linked to the book.
- Watching films linked with the theme
- Reading
- Discussing and explaining related to theme
- Focus on different explorers by sea, land, water, space.

Computing

In this unit learners will discover how professionals create 3D animations using the industry-standard software package, Blender. They will understand how this important creative field is used to make the media products that we consume. Sessions will take learners through the basics of modelling, texturing, and animatina; outputs will include 3D models and short videos

Music

- Learn and understand in greater detail about music elements
- Explore some of new music theory
- Play different music drum games and improvise with peers
- Create a short rhythm piece and be able to play it with percussion instruments or using body percussion
- Combine and compare music elements
- Have choice time with opportunity to explore their favourite instruments

History

- Who the Romans were
- Why Julius Caesar was so important.
- Describe how Caesar attempted to invade Britain.
- Outline how Caesar defeated Pompey and became dictator
- Create a play about how Caesar died.

Design & Technology

Students will make their own, miniature beach hut. We will be using iterative design processes and working on our freehand sketching, before we dive into learning how to create a strong, sturdy structure which

RE

- Learn what Christmas is?
- know what Easter is?
- What other festivals do Christians celebrate?
- How do Christians help people?
- Is there Christian Music?
- Is there Christian art?
- Talk about contributions Christians have made to society. e.g. the Ten Commandments

PE

Kinney class will be completing badminton and alternative games. They will develop their understanding of the rules for both singles and doubles badminton. They will begin to employ tactics to outwit their opponents using different shots to support with this. In alternative games, they will learn to play Kin-ball.

Science

- The Circulatory System: Parts
- Circulatory system: Function
- Transporting water and nutrients
- Healthy Lifestyle
- Famous Scientists:

Marie Maynard Daly Impact of Drugs and Alcohol can withstand the elements of the coast. Geography Art and Design: During Spring 1, we will explore art made up of upcycled Introducing rivers River processes and materials, found objects, and made through environmentally friendly processes. landforms The river's journey Discover artists who explore social/political issues while creating a collaborative Art piece, Gustave the Giraffe to Flooding rivers Flooding impacts participate in the GOGO safari project. The Gogo safari and solutions project will aim for the Bronze Awards in Art. Rivers in the UK Consider ecology, social justice, and nonviolence and elevate the voices of local communities. Rivers in Europe Relationships and Sex Education & PSHE Unique me, differences & conflict, my influences, gateway emotions, belonging to a group, peer pressure, child-on-child abuse, online safety, sexting, consequences, online legislation, online identity. **Home Learning ideas** <u>Independence</u> **Employability** Cooking We are looking at Helping to Cooking pasta with tomato managing money. prepare food sauce and cheese. Students will Financial services

- and cook
- Playing turn taking games
- Exploring their emotions. identifying how they feel and what strategies they can use to get into the green zone
- Art and craft activities
- Going shopping

practice this recipe until they can do it completely independently.

Shopping trip to buy the ingredients to cook within a budget.

Cafe trip

- Money matter in the world of work
- Budgeting
- Payment methods and preventing fraud

Maths:

Y2 - Measurement

- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- Compare and order lengths, mass, volume/capacity and record the results using >, < and =

Y2 – Multiplication & Division

- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs
- Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

Y3 - Measurement

- Measure, compare, add and subtract lengths (m/cm/mm); mass (kg/g);
 volume/capacity (I/mI)
- Measure the perimeter of simple 2-D shapes

Y3 – Multiplication & Division

- Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables
- Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers of times one-digit numbers, using mental and progressing to formal written methods
- Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects

Y4 – Measurement

- Convert between different units of measure [for example, kilometre to metre; hour to minute]
- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- Find the area of rectilinear shapes by counting squares

Y4 – Multiplication & Division

- Recall multiplication and division facts for multiplication tables up to 12 × 12
- Use place value, known and derived facts to multiply and divide mentally, including multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers
- Recognise and use factor pairs and commutativity in mental calculations
- Multiply two-digit and three-digit numbers by a one-digit number using formal written layout
- Solve problems involving multiplying and adding, including using the distributive law
 to multiply two-digit numbers by 1 digit, integer scaling problems and harder
 correspondence problems such as n objects are connected to m objects