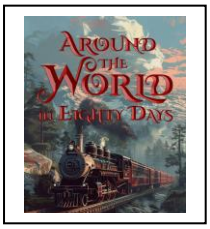

Kinney Class – Summer 1
The world around us

English

- Listening and answer comprehension questions linked to the book.
- Watching films linked with the theme
- Reading
- Discussing and explaining related to theme

Computing

Today, there's an app for every possible need. With this unit you can take learners through the design and development process of creating their own mobile app, using App Lab from code.org. Learners will explore design techniques, understand how hardware components can improve user experience and safety, before developing a working app

Theme – Music

Explore new music symbols (notes) with basic knowledge how to play keyboard.
-Improve the writing of music notes through variety of music tasks
-Expand the knowledge of how to play keyboard
-Consolidate the knowledge of some music symbols (notes)
-Learn new notes for left hand
-Play the keyboard some popular songs
-Play the keyboard with 2 hands

History

Gladiators

- Describe the entertainment enjoyed by Romans
- Outline what Gladiators were and what they did
- Draw a picture of Gladiators
- Describe why Emperors put on games for the public
- Investigate the Coliseum- draw picture or make a model

PE

This term Kinney will be partaking in trampolining and rounders.
In trampolining they will be continuing to develop their core strength and control. They will be learning different types of jumps as well as developing their own routines. We will be looking at completing different Winstrada grades.

In rounders they will be developing their teamwork skills as well as looking at sport specific skills such as batting and fielding.

RE

Why is there so much diversity of belief within Christian? Christian Includes some theological aspects

- What is the difference between Catholics and Protestants
- Why did Protestants split from the Catholic church?

Design & Technology

This term, students will be beginning to learn about resistant materials. This will include learning all about plastics, woods and metals and how they are used in the real world. In practical lessons, students will be tasked with learning how to saw and sand with

Science

Light

- How we see
- Reflecting light
- Refraction
- Spectacular spectrum
- Seeing colours
- Shadow theatre

wood materials, to design and create their own basic desk lamp.

Relationships and Sex Education & PSHE

Stress and anxiety, managing mental health, physical activity and mental health. Effects of substances, legal consequences. Nutrition and sleep. Vaccination, importance of information on making health choices.

Art and Design:

- An art project about the world's seven wonders.
- Explore and search for art from all around the world.

Geography

Settlements: where do people live and why?

- Settlement features
- Villages, towns and cities in the Uk
- Location and growth of settlements
- Change in our local area
- Our local town
- Designing a new settlement

Home Learning ideas

- Helping to prepare food 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

Independence

Cooking

Cooking pasta with tomato sauce and cheese. Students will practice this recipe until they can do it completely independently.

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

Cafe trip

Employability

- Kinney will explore jobs in the community; where they will look at jobs of the past, the current labour market, how to source labour market information and look at jobs around them.

Maths:

Y2 – Fractions

Recognise, find, name and write fractions 1/3 , 1/4 , 2/4 and 3/4 of a length, shape, set of objects or quantity;
Write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and ½.

Y2 – Money

Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value

- find different combinations of coins that equal the same amounts of money
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

- compare and sequence intervals of time
- tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
- know the number of minutes in an hour and the number of hours in a day.

Y3 – Fractions

- Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.
- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.
- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.
- Recognise and show, using diagrams, equivalent fractions with small denominators.
- Add and subtract fractions with the same denominator within one whole [for example, 5/7 + I/7 = 6/7]
- Compare and order unit fractions, and fractions with the same denominators.
- Solve problems that involve all of the above.

Y4 – Fractions including decimals

- Recognise and show, using diagrams, families of common equivalent fractions.
- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.
- Add and subtract fractions with the same denominator.
- Recognise and write decimal equivalents of any number of tenths or hundredths.
- Recognise and write decimal equivalents to 1/4 , 1/2 , ¾.
- Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.
- Round decimals with one decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places.
- Solve simple measure and money problems involving fractions and decimals to two decimal places.

Y4 – Time & Money

- Read, write and convert time between analogue and digital 12- and 24-hour clocks.
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
- estimate, compare and calculate different measures, including money in pounds and pence.