

ENGLISH

- Write an explanation of how their invention works
- Write a story about a new invention
- Create suspense in a story
- Read and remember a piece of poetry

MATHS

- Multiplying and dividing by 10, 100, 1000 (Y4/Y5)
- Finding perimeters using grids (Y4)
- Finding perimeters with given sides/missing sides (Y4/Y5)
- Finding the area of a shape using grids (Y4)
- Finding the area of rectangles, compound shapes and irregular shapes (Y5)
- Comparing areas (Y4)
- Multiply 2 digits by 1 digit and 3 digits by 1 digit (Y4)
- Multiply 4 digits by 1 digit, 2, 3, 4 digits by 2 digits (Y5)
- Divide 2, 3 digits by 1 digit (Y4)
- Divide 4 digits by 1 digit (Y5)
- Divide with remainders (Y5)

HISTORY

- Create a timeline of inventions during the Victorian era
- Research different inventors
- Discuss the importance of different inventions
- Understand the significance of 'The Great Exhibition'

Morpurgo

"The Great Exhibition"

Finale: Great Exhibition



SCIENCE (TR)

- Identify appliances that run on electricity
- Construct a simple circuit, naming all the parts
- Identify whether or not a lamp will light in a simple series circuit
- Recognise that a switch opens and closes a circuit
- Recognise some common conductors and insulators, and associate metals with being good conductors

PSHE

- PSHE - Money matters (link to enterprise)

MUSIC

- Designing and constructing tuned instruments
- Composing using musical elements

PE (JR)

Using the invasion games of Hi fives and Basketball begin to understand basic principles of attacking and defending and devise simple strategies. Throw and catch a ball with increasing control and accuracy and learn to hold possession of a ball and pass to teammates at appropriate times in small-sided games and activities.

Develop some tactics to cause problems for the opposition.

Sprint with increased speed and good technique using the reversaboard and successfully use baton exchange.

Use a range of throwing techniques and throw with accuracy to hit a target or cover a distance.

Jump in a number of different ways, including standing-triple-jump.

Compete with others and aim to improve personal best (PB) performances.

COMPUTING

- Researching famous inventors
- Coding using 'Scratch'

ART/D&T

- Portrait of an inventor
- Planning, designing and constructing a product to solve a problem