

ENQUIRY QUESTION: What is the greatest invention of all time?

GEOGRAPHY

- To be able to map different inventions from across the world
- To explore railway links across counties in the UK.

HISTORY

- To use dates and terms to order information on a time line.
- To be able to identify changes within and across periods when exploring how an invention has evolved.
- Reasons why inventions were created. What was life like at time?

RELIGIOUS EDUCATION

- How special is the relationship Jews have with God?
- What is the most significant part of the Nativity story for Christians?

MATHS

- Place value and number sense
- Addition and subtraction using formal written methods
- Multiplication and Division
- Measures of length and perimeter
- Weekly maths facts with a focus on times tables/measure conversions.

LITERACY

- Explanations – Cracking Contraptions.
- Biography – Famous Inventors.
- Narrative – Operation Gadget Man
- Diaries linked to journeys to space.
- Non chronological report (plastic/palm oil)
- Developing grammar skills and varied sentences through 'warm-up a sentence.'

WORLD & CULTURE

To explore our potential to change the future of the world. Consider impact of some inventions on environment.

DIGITAL APPLICATION

- Seesaw
- TTRS

PERSONAL DEVELOPMENT

- Celebrating differences
- How am I unique?

COMMUNITY & CITIZENSHIP

- Follow rules and laws
- Taking responsibility for actions

SCIENCE & ENVIRONMENT

- Who invented the light bulb? Investigating light travelling in a straight line and how the size of shadows can be size altered.
- Describe the shapes, sizes and relative movements of the sun, earth and other planets in the solar system.

LANGUAGE

- Respond to new commands in French.
- Know the months of the year.
- Discover French inventors (hot air balloon and some items in pencil case).

FINAL OUTCOMES

- Debate and reason what is the greatest invention of all time.
- To design and make my own invention (working burglar alarm)
- Create a Stop Motion animation using plasticine models.
- Create adverts for inventions.

DESIGN TECHNOLOGY

- Record planning using 2D illustrations and 3D prototypes to meet a specific design brief.
- Use a range of tools, materials and techniques with increasing accuracy.
- Evaluate and improve their design.

ART

Drawing skills:

- Experiment with the potential of various pencils.
- Close observation.

MUSIC

- Graphic notes
- Listening and appreciating different music.

DANCE & DRAMA

Exploring characters in books through:

- Hot seating.
- Role on the wall.
- Conscience alley.

PE & FITNESS

- Orienteering
- Invasion games; netball and hockey

COMPUTING

- Introduction to laptop use to develop basic skills.
- Stop-motion animation (inspired by Nick Park)
- Plan and video persuasive adverts for own inventions.