<u>Science</u>

<u>Light</u>

To understand and explain that light travels in straight lines from light sources to our eyes, and from light sources to objects and then to our eyes.

To create a model of light travelling. To understand how mirrors reflect light, and how they can help us see objects. To create a periscope and explain how it works.

To investigate how refraction changes the direction in which light travels.

To investigate how a prism changes a ray of light.

 $\ensuremath{\mathsf{T}\sigma}$ investigate how light enables us to see colours.

<u>Spanish</u>

<u>Healthy Lifestyle:</u> Say and write what we eat and drink to stay healthy. Say and write the activities we do and do not do to stay in shape. <u>Me in the World</u>

English

<u>Novel – Holes by Louis Sachar</u> Exploring the novel 'Holes' with many opportunities for creative writing including:

Writing a playscript.

Instructional writing on how to dig a hole successfully.

Informal letter home from Stanley to his Mum.

Creative story writing based around Camp Green Lake.

Character studies of Stanley and the rest of the boys.

Non-fiction writing – research famous outlaws (Billy the Kid).

<u>Grammar</u> - Understand how words are related by meaning as synonyms and antonyms - Understand when formal and informal language may be used. Recognise the difference between vocabulary typical of informal speech and appropriate for formal speech and writing.



Topic - History

Who were the Mayans and what can we learn from them?

Learn who the ancient Maya people were and where and when they lived. Use maps and atlases to locate Maya cities and identify countries in Mesoamerica. Learn about the religious beliefs and rituals of the ancient Maya people and find out more about some of the many gods they worshipped. Learn about the types of food eaten and find out about the importance of corn and chocolate.

Research art and architecture of the Maya civilization.

To understand how the Maya number system works and how they constructed/used their calendars.





<u>Art</u>

Choose printing methods appropriate for a task. Build up layers and colours/textures. Organise their work in terms of pattern, repetition, symmetry, random printing etc. Alter and modify work.

P.E.

<u>DT</u> Mechanisms – Catapult

Dance Cricket

<u>Maths</u>

<u>Decimals:</u> Understand numbers up to 3 decimal places.

To multiply decimals by 10, 100 & 1000. To understand digits move to the left when multiplying.

To use division to solve problems where the answer has up to 2 decimal places. To convert decimals into a fraction.

Algebra: To explore simple one-step function machines. To write these onestep functions as algebraic expressions. To use trial and error to consider different patterns.

To explore 2-step function machines. To work out input and output vales given the rule.

To substitute simple expressions and equations to find a particular value. To use simple formulae.

To think about solving equations through worded problems.

Learn to solve equations using a balancing method and the use of inverse operations.

<u>**Ratio**</u> – Solve problems involving the relative sizes of 2 quantities where missing values can be found by using integer multiplication & division facts. Solve problems involving similar shapes where the scale factor is known or can be found.

Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

<u> R.E – PSHE</u>

<u>**R.E – Hindus</u>** Belief & Meaning Why do Hindus try to be good?</u>

PSHE – Dreams and Goals

Staying motivated when challenged. Working well with others. Helping to make a difference. Have a positive attitude. Recognising own achievements.

<u>Music</u>

Computing

Variables in games

Film Music

<u>Home and School</u>

- Homework will be given out every Monday to be handed in the following Monday.
- Times tables and spellings will also be set online each Monday for the weekly test. These will be on the Spelling Shed and Times Table Rockstar online platforms.