

Spring 1- Ancient Greeks

Understanding the arts

M2 to explore how the arts can evoke and express feelings and ideas, and how this can be enhanced through combining the arts.

I can produce freeze frames to represent the events in the Olympic games.

I can act with others to create a mythical character e.g. the Minotaur.

M6 to explore a range of techniques, materials, processes and media, including digital media, to draw sculpt, model, design, paint and print.

I can design and make a pot using Mod Roc

I can use colours to reflect a period in history

M8 to refine their use of techniques ,materials and media.

I can draw a historically inspired design to complete the painting of my pot.

M4 to create and present work in a variety of digital forms (comic strips)

I can use a camera to create and present work

I can use the computer to create and present work

M13 to use and develop a range of dramatic conventions (drama in Literacy)

I can use movement and facial expressions in drama

Historical, geographical and social understanding

M1 how identities, communities, cultures and traditions have changed and are changing over time

I can identify the similarities and differences between ancient Greeks and present day cultures

M6 where significant places are situated in the UK, Europe and the wider world

I can locate Greece on a map, in an atlas and on a globe.

I know the names of some of the key cities in Greece and can identify them on a map.

M10 to explore the different ways we can find out about the past and how to understand the evidence

I know how to use books, internet and artefacts to find out about the past

PSHE

M5 To understand why laws are made and how they are applied justly

I can name written and unwritten rules in areas of my life

I can describe some consequences of breaking rules
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I can discuss how rules can be created
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I understand how countries decide rules

Discrete

Outdoor PE: Hockey

M12 to use tactics, strategies and compositional ideas to achieve set objectives and improve performance

I can improve my PE skills

M19 strategies for managing and controlling strong feeling and emotions.

I can control my emotions and understand my feelings
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I can show good sportsmanship

M10 to follow and apply more complex rules in a range of competitive and cooperative games and physical activities

I can create my own rules for games

I can follow rules of a game

I can cooperate in a game

I can improve my sportsmanship

M11 to develop physical skills and techniques through observation, evaluation and refinement, and to use repetition and practice to reach higher standards

I can learn techniques through observation
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I can practise and improve a technique
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I can aim for higher standards

I can evaluate my techniques

Science: Materials and their Properties.

Compare how things move on different surfaces.

Notice that some forces need contact between two objects, but magnetic forces can act at a distance.

Observe how magnets attract or repel each other and attract some materials and not others.

I can explain the difference between a contact and a non-contact force.

I can plan comparative and fair tests, and collect accurate results.
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I can use the results of my tests to explain some properties of magnets.
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Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials.

I can name the three metals that can be made into a magnet.

I can explain the difference between a magnetic and a non-magnetic material.
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I can list ten uses of magnets.

Describe magnets as having two poles.

Predict whether two magnets will attract or repel each other, depending on which poles are facing.

I can explain what the poles of a magnet are and some of their properties.
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I can describe the Earth's magnetic field and explain what it does to magnets.
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I can predict what will happen when like and unlike poles of a magnet are brought together.

M3 to capture, record and analyse data using a range of instruments, including sensors.

I can use magnets and springs and record related data

M4 to offer simple explanations for their findings

I can explain my findings

M11 to investigate the effects of different forces and how they can use these to move mechanical parts or objects in specific ways

I can investigate magnetic forces

I can investigate push and pull forces in springs

I know forces can move objects

M12 to identify, groups and select materials using properties and behaviours that can be tested, and identify and group living things using observable features and other characteristics.

I can discover which materials are magnetic

I can test the behaviour of springs and magnets

Computing

I can design and write a simple computer program with a specific goal

I can debug a computer program

I can use sequence and variables

I can work with different inputs and outputs
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