

## Wells Class Term 1 and 2 2019 - 2020

	<b>Relationships : Danger</b>	
English	<b>What the Romans did for us / Tiger Tiger</b>	<b>Escape Pompeii</b>
Maths	<b>AET Stage 3 and 4</b> 1. Investigating number systems 2. Pattern sniffing 3. Solving calculation problems 4. Generalising arithmetic	<b>AET Stage 3 and 4</b> 4. Generalising arithmetic 5. Exploring shape 6. Reasoning with measure
RE	<b>People of God: What is it like to follow God?</b> <b>Understanding Christianity</b> By the end of this unit, pupils are expected to be able to: * Make clear links between the story of Noah and the idea of covenant. * Make simple links between promises in the story of Noah and promises that Christians make at a wedding ceremony. * Make links between the story of Noah and how we live in school and the wider world.	<b>What is important for Sikh people?</b> By the end of this unit pupils are expected to be able to: • Describe things that are important to Sikhs and show how this impact their lives and actions. • Make suggestions about what Sikhs believe about God. • Explain what the 5 K's are and why they are important to Khalsa Sikh's. • Make clear links between the teachings of the Guru Granth Sahib and seva. • Describe some of the same / different things Sikh's do which show equality in the Langar.
Science	<b>Magnets and forces</b> <b>Year 3 Pupils should be taught to:</b> • 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 • 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 • Describe magnets as having two poles • Predict whether two magnets will attract or repel each other, depending on which poles are facing.	<b>Electricity</b> - Identify common appliances that run on electricity - Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers - Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery - Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit - Recognise some common conductors and insulators, and associate metals with being good conductors.
PSHE	<b>Relationships</b> * Recognise a wider range of feelings in others and respond to feelings (1) * what makes a healthy, positive relationship (including friendship) (1) * how actions can affect ourselves and others (1) * acceptable and unacceptable physical contact and how to respond to it (1) * <b>Keeping and confidence and when we should or shouldn't agree to it (1)</b>	<b>Relationships</b> * listening and responding respectfully to a wide range of people * working collaboratively and sharing goals * solving disputes and conflicts * we are all equal <b>Kindness week</b> * to recognise bullying and how to respond to it * recognise and manage dares * What it means to stereo type * personal boundaries and the right to privacy
Computing	<b>We are programmers</b> - design, write and debug programs that accomplish specific goals; solve programs by decomposing them in smaller parts. - use sequences... in programs: work with variables and various forms of input and output. Use logical reasoning to detect and correct errors in algorithms and programs - select, use and combine a variety of software... to design, and create... content that accomplishes given goals, including presenting, presenting and information.	<b>We are bug fixers</b> - debug programs that accomplish specific goals - Use sequence, selection, and repetition in programs: work with variables and various forms of input and output. - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
History	<b>The Roman Empire and its impact on Britain</b> - Julius Caesar's attempted invasion in 55-54 BC - the Roman Empire by AD 42 and the power of its army - British resistance, for example, Boudicca - 'Romanisation' of Britain, the impact of technology, culture and beliefs including early Christianity.	<b>The Roman Empire and its impact on Britain</b> - Julius Caesar's attempted invasion in 55-54 BC - the Roman Empire by AD 42 and the power of its army - successful invasion by Claudius and conquest including Hadrian's Wall - British resistance, for example, Boudicca - 'Romanisation' of Britain, the impact of technology, culture and beliefs including early Christianity.

## Wells Class Term 1 and 2 2019 - 2020

	<ul style="list-style-type: none"> <li>- source materials and historical claims</li> <li>- evidence of the Romans in the local area- Leggs Wood: historical society and urns found in local area</li> </ul>	<ul style="list-style-type: none"> <li>- source materials and historical claims</li> <li>- evidence of the Romans in the local area- Leggs Wood: historical society and urns found in local area</li> </ul>
Geography	<b>Roman Empire / UK</b> <ul style="list-style-type: none"> <li>-locate the world's countries using maps to focus on Europe and major cities</li> <li>- name and locate countries and cities of the United Kingdom</li> <li>- understand geographical similarities and differences through the study of physical geography of a region of the United Kingdom and a region in a European country.</li> <li>- human geography: settlement and land use, trade links and the distribution of natural resources</li> </ul> Physical geography including: climate zones, rivers, mountains and volcanoes	<b>Roman Empire / UK</b> <ul style="list-style-type: none"> <li>-locate the world's countries using maps to focus on Europe and major cities</li> <li>- name and locate countries and cities of the United Kingdom</li> <li>- understand geographical similarities and differences through the study of physical geography of a region of the United Kingdom and a region in a European country.</li> <li>- human geography: settlement and land use, trade links and the distribution of natural resources</li> </ul> Physical geography including: climate zones, rivers, mountains and volcanoes
Music	<b>Guitars</b> <ul style="list-style-type: none"> <li>- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>- improvise and compose music for a range of purposes using the inter-related dimensions of music</li> <li>- listen with attention to detail and recall sounds with increasing aural memory</li> <li>- use and understand staff and other musical notations</li> </ul>	<b>Guitars</b> <ul style="list-style-type: none"> <li>- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>- improvise and compose music for a range of purposes using the inter-related dimensions of music</li> <li>- listen with attention to detail and recall sounds with increasing aural memory</li> <li>- use and understand staff and other musical notations</li> </ul>
Art and Design	<b>Sketching (Boudicca)</b> <ul style="list-style-type: none"> <li>-To create sketch books to record their observations and use them to review and revisit their ideas</li> <li>- to improve their mastery of art and design techniques, including drawing and painting</li> </ul>	
Design Tech	<b>Designing and making Roman shields</b> <ul style="list-style-type: none"> <li>- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams</li> <li>- investigate and analyse a range of existing products</li> <li>- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> <li>- understand how key events and individuals in design and technology have helped shape the world</li> </ul>	<b>Christmas Crafts</b> <ul style="list-style-type: none"> <li>- sewing ornament</li> <li>- making hats</li> <li>- Christmas trees</li> </ul>
PE	<b>Net and Wall games : TENNIS</b> Pupils should be taught to: <ul style="list-style-type: none"> <li>- use running, jumping, throwing and catching in isolation and in combination</li> <li>- play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</li> </ul>	<b>Invasion Games</b> <ul style="list-style-type: none"> <li>-use running, jumping, throwing and catching in isolation and in combination</li> <li>-play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</li> </ul>