

We'll meet again...

Term I and 2

History: Causes of WW2

Axis and Allied Powers

Effects on the British citizens

The Blitz

Evacuation

During this exciting topic we will be studying some of the Spiritual, Moral, Social and Cultural (SMSC) aspects of WW2 by investigating how conflict impacted the lives of British citizens during and after the war. Through studying topics such as rationing, evacuation and the Blitz we will develop an understanding of the importance of tolerance, respecting others faiths and individual liberty. This will be supported by our fantastic and thought-provoking trip to Gressen Hall, where the children will immerse themselves in their learning about evacuees.

Our Christian Values for this term will be Respect and Reverence and Peace. We will also remind ourselves of Creation and Creativity and Friendship and Fellowship. Our character education trait for this term is self-belief.



Art/DT: Design, create and evaluate a Christmas stocking

Pablo Picasso and Art Deco

Ye

Geography: Explore different types of map.

4 and 6 figure grid references.

RE: Christianity

What does it mean if God is loving & holy?

Maths: Place value, four operations and problem solving

PSHE: Safe Hands

Class Charter

Democracy Day

Jigsaw: Being me in my world

Jigsaw: Celebrating differences



Spanish: We will focus on set
4 phonics and children will be
learning words and sentences linked
to animals and pets.

English: World War II themed class texts

Setting description, diary entry, letters, a non-chronological report and a narrative using links to World War 2.

Spelling, punctuation and grammar taught in line with end of Key Stage 2 SATs.

Music: Cannon fire

Perform notation from a score and compose using musical devices

Stars

Use a range of graphic symbols, note names, known rhythm and staff notation to record compo-

Science: 'This little light of mine'

How light travels, reflection, shadows and light sources.

Computing: Computing Systems and Networks.

Coding and programming skills exploring variables using Scratch.

