

Summer 2025: How hard was it to invade and settle in Britain? (Anglo Saxons)				
Design and Technology <u>Constructing a castle</u> <ul style="list-style-type: none"> • Draw and label a simple castle that includes the most common features. • Recognise that a castle is made up of multiple 3D shapes. • Design a castle with key features which satisfy a given purpose. • Score or cut along lines on the net of a 2D shape. • Use glue to securely assemble geometric shapes. • Utilise skills to build a complex structure from simple geometric shapes. • Evaluate their work by answering simple questions. 	Science <u>Animals including humans + Living things and habitats</u> <ul style="list-style-type: none"> • Identify that animals, including humans, need the right types and amount of nutrition. • Identify that humans and some other animals have skeletons and muscles for support, protection and movement • Describe the simple functions of the basic parts of the digestive system in humans. • Identify the different types of teeth in humans and their simple functions • Construct and interpret a variety of food chains, identifying producers, predators and prey. • Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment 	History <u>British history 3: How hard was it to invade and settle in Britain? (Anglo Saxons)</u> <ul style="list-style-type: none"> • Identify changes and continuities in settlements from prehistoric Britain. • Make inferences about artefacts. • Describe how Anglo-Saxon beliefs changed. • Name the key features of Anglo-Saxon settlements. • Explain how the Britons felt when the Romans left Britain. • Suggest reasons for the Anglo-Saxon invasion of Britain. • Explain the threat the Vikings posed to the Anglo-Saxons. • Identify the qualities needed to be a monarch in 1066. 	Geography <u>Where does our food come from?</u> <ul style="list-style-type: none"> • Identify that different foods grow in different biomes and say why. • Explain which food has the most significant negative impact on the environment. • Consider a change people can make to reduce the negative impact of food production. • Describe the intentions around trading responsibly. • Describe the journey of a cocoa bean. • Locate countries on a blank world map using an atlas. • Use a scale bar correctly to measure approximate distances. • Collect data through an interview process. • Analyse interview responses to answer an enquiry question. • Discuss any trends in data collected. 	Modern Foreign Languages <u>les glaces (Language angels)</u> <ul style="list-style-type: none"> • Name and recognise up to 10 different flavours for ice creams. • Ask for an ice-cream in French using 'je voudrais'. • Say what flavour they would like. • Say whether they would like a cone or a small pot/tub of ice-cream. Key vocabulary : je voudrais, combien de boules, s'il vous plait, merci,
key vocabulary: 2D, 3D, castle, design, key features, net, scoring, shape, stable, stiff, strong, structure, tab	key vocabulary: digestive system, oesophagus, saliva, incisors, molars, enamel, fluoride, consumer, predator, tundra.	key vocabulary: cause, change, consequence, continuity, evidence, invasion, primary source, secondary source, settlement	key vocabulary: carbon footprint, consume, distribution, export, fertiliser, import, pesticides, source, sustainability	key vocabulary: dish, dome, back support, arch, plank, forward roll, backward roll, batting, fielding, stump, bowler
Art <u>Telling Stories Through Drawing and Making</u> <ul style="list-style-type: none"> • To understand that artists use sketchbooks to respond to other creative artforms. • To use exaggeration as a tool to convey the intention of my drawings. • To make a 3d sculpture in response to literature/poetry. • To display the work made through the half term and reflect on the outcomes. 	Computing <u>Further Coding</u> <ul style="list-style-type: none"> • Use decomposition to solve a problem by finding out what code was used. • Use decomposition to understand the purpose of a script of code. • Create algorithms for a specific purpose. • Coding a simple game. • Incorporate variables to make code more efficient. • Remix existing code. 	Music <u>Sing, Play Notate</u> <ul style="list-style-type: none"> • Sing songs in a variety of styles with increasing confidence including some from memory • Understand the importance of correct posture and breathing • Recognise basic musical structures in songs (verse/chorus, call/response, call/echo etc) • Listen with concentration to longer pieces/extracts of music • Identify repetition in music or a song • Listen to live and recorded music commenting on specific patterns in tune using appropriate terminology • Use musical terminology to describe what is happening in their own musical compositions. 	Religious Education <u>Hinduism</u> <ul style="list-style-type: none"> • Identify some Hindu deities and say how they help Hindus describe God • Make clear links between some stories (e.g. Svetaketu, Ganesh, Diwali) and what Hindus believe about God • Make simple links between beliefs about God and how Hindus live (e.g. choosing a deity and worshiping at a home shrine; celebrating Diwali) • Identify some different ways in which Hindus worship • Make links between Hindu practices and the idea that Hinduism is a whole 'way of life' (dharma) Understanding the Impact: <ul style="list-style-type: none"> • Describe how Hindus show their faith within their families in Britain today (e.g. home puja) 	Personal, Social, Health and Mental Health education <u>Relationships and Changing Me</u> <ul style="list-style-type: none"> • The roles and responsibilities of each member of my family • The skills of friendship • Different strategies for keeping myself safe online • How my needs and rights are shared by children around the world • How to express appreciation to family and friends • The changes that happen from birth (animals and humans) • Why change is necessary as we grow older • Family stereotypes • The things I am looking forward to
key vocabulary: Sketchbooks, Brainstorm, Explore, Experiment, Sculpture, Armature, Structure, Cover, Modroc, Clay,	key vocabulary: code, decompose, program, project, stage, tinker	key vocabulary : scale, harmony, leaping (large jump between two notes) recorder, tuned percussion, pentatonic	key vocabulary: shrine, dharma, reincarnation, diwali, mandir, polytheist.	key vocabulary: Baby, Grow, Womb, Nutrients, Survive, Love, Affection, Care, Conflict, Solution Problem solving, Friendship, Win-win

