Conflicts



Successful learners

Areas of Learning

As Historians we will use a range primary and secondary sources, ask questions and research widely to deepen our knowledge about the devastation of conflicts, focusing particularly on the Blitz during WW2. We will discover facts about living during this period and discuss how men, women and children's lives were changed in the UK and abroad.

As Geographers we will develop our knowledge of the world through the study of different types of maps. We will become familiar with using different map scales and OS symbols. After reviewing maps of places in the UK, we will focus our attention on countries around the Mediterranean Sea.

As Scientists we will engage in rigorous practical and written scientific activities. Firstly, we will investigate properties of materials. We will review our understanding of light, including shadows, reflection and refraction. We will investigate electricity using our skills to create a variety of circuits for practical applications.

As Artists we will develop our visual language so that we are able to accurately describe a range of different artwork. We will practise our drawing and painting skills creating a range of autumnal work from life. We will develop our understanding of perspective drawing using architecture-based work to help accentuate this. After studying children's book illustrations, we will create our own.

As Designers we will use our knowledge of construction to create a themed, miniature chair. We will learn about architectural designers to inform our designs.

As Musicians we will practise our conducting skills, learn lyrics to new songs and linking to the history of our local area, we will write new lyrics. We will develop body percussion thinking about movements, use tuned percussion to play melodies and develop our music reading skills.

As Speakers of French we will widen our vocabulary to enable us to ask questions so that we can navigate around French towns. We will develop our understanding of French culture and discuss important festivals.

Confident individuals

Enterprise

Development of area outside the classroom

Enrichment

International Bomber Command visit Grantham Museum visit Grantham Library visit Autumnal walk Responsible Citizens

Spiritual & Moral

In our spiritual and moral development:

Ask the question "Is it ever right to fight?" to answer the question we need to use both our own experiences and the factual evidence from history to see if we can answer the difficult question. Understand what life was like for Jewish people during WWII

Communities

Harvest Festival activities

Class assemblies

Road safety

Geography Key Objectives	Milestone 3
To investigate places	Collect and analyse statistics and other information in order to draw clear conclusions about locations. Identify and describe how the physical features affect the human activity within a location. Use a range of geographical resources to give detailed descriptions and opinions of the characteristic features of a location. Use different types of fieldwork sampling (random and systematic) to observe, measure and record the human and physical features in the local area. Record the results in a range of ways. Analyse and give views on the effectiveness of different geographical representations of a location. Name and locate some of the countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, rivers, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.
To investigate patterns	Describe geographical diversity across the world. Describe how countries and geographical regions are interconnected and interdependent.
To communicate geographically	To describe and understand key aspects of human and physical geography including rivers and the water cycle. Use the eight points of a compass, four-figure grid references, symbols and a key (that uses standard Ordnance Survey symbols) to communicate knowledge of the United Kingdom and the world.
History Key Objectives	Milestone 3
To investigate and interpret the past	Use sources of evidence to deduce information about the past. Select suitable sources of evidence, giving reasons for choices. Use sources of information to form testable hypotheses about the past. Seek out and analyse a wide range of evidence in order to justify claims about the past. Show an awareness of the concept of propaganda and how historians must understand the social context of evidence studied. Understand that no single source of evidence gives the full answer to questions about the past. Refine lines of enquiry as appropriate.
To build an overview of world history	Identify continuity and change in the history of the locality of the school. Give a broad overview of life in Britain from medieval until the Tudor and Stuarts times. Compare some of the times studied with those of the other areas of interest around the world. Describe the social, ethnic, cultural or religious diversity of past society. Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.
To understand chronology	Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural) Use dates and terms accurately in describing events.
To communicate historically	Use literacy, numeracy and computing skills to a exceptional standard in order to communicate information about the past. Use original ways to present information and ideas. Use appropriate historical vocabulary to communicate.
Science Key Objectives To work scientifically	Milestone 3 Plan enquiries, including recognising and controlling variables where necessary. Use appropriate techniques, apparatus, and materials during fieldwork and laboratory work. Take measurements, using a range of scientific equipment, with increasing accuracy and precision. Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, bar and line graphs, and models. Report findings from enquiries, including oral and written explanations of results, explanations involving causal relationships, and conclusions. Present findings in written form, displays and other presentations. Use test results to make predictions to set up further comparative and fair tests. Use simple models to describe scientific ideas, identifying scientific evidence that has been used to support or refute ideas or arguments.

To understand light or decision	Description there there are addituded in any secretarities and the secretarities about the secretarities and t
To understand light and seeing	Recognise that they need light in order to see things and that dark is the absence of light.
	Notice that light is reflected from surfaces.
	Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.
	Recognise that shadows are formed when the light from a light source is blocked by a solid object.
	Find patterns in the way that the size of shadows change.
	Understand that light appears to travel in straight lines.
	Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eyes.
	Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them, and to predict the size of shadows when
	the position of the light source changes.
	Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.
To understand electrical circuits	Identify and name the basic parts of a simple electrical circuit, including cells, wires, bulbs, switches and buzzers.
	Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
	Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
Art and Design Key Objectives and	Milestone 3
Design Technology Objectives	Milestone 3
To develop ideas	Develop and imaginatively extend ideas from starting points throughout the curriculum.
10 develop ideas	Collect information, sketches and resources and present ideas imaginatively in a sketchbook.
	Use the qualities of materials to enhance ideas.
	Spot the potential in unexpected results as work progresses.
	Comment on artworks with a fluent grasp of visual language.
To master techniques drawing	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).
10 master techniques arawing	Use a choice of techniques to add interesting effects (e.g. reflections, shadows, direction of sumight).
	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).
	Use lines to represent movement.
To master techniques sculpture	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.
, '	Use tools to carve and add shapes, texture and pattern.
	Combine visual and tactile qualities.
	Use frameworks (such as wire or moulds) to provide stability and form.
	Give details (including own sketches) about the style of some notable artists, artisans and designers.
To take inspiration from the greats (classic and modern)	
	Show how the work of those studied was influential in both society and to other artists.
	Create original pieces that show a range of influences and styles.
	Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a
To master skills DT - construction To design, make and improve	shape).
	Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than
	would be used to cut paper).
	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).
	Convert rotary motion to linear using cams.
	Use innovative combinations of electronics (or computing) and mechanics in product designs.
	Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).
	Make products through stages of prototypes, making continual refinements.
	Ensure products have a high-quality finish, using art skills where appropriate.
	Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.
Eronch/MEI	Ose prototypes, cross-sectional alagrams and computer alaed designs to represent designs. Milestone 3
French/MFL	Willestone 5

To read fluently	Read and understand the main points and some of the detail in short written texts. Use the context of a sentence or a translation dictionary to work out the meaning of unfamiliar words.
	Read and understand the main points and opinions in written texts from various contexts, including present, past or future events.
	Show confidence in reading aloud, and in using reference materials.
To write imaginatively	Write short texts on familiar topics.
To write intugritatively	Use knowledge of grammar to enhance or change the meaning of phrases.
	Use dictionaries or glossaries to check words.
To understand the culture of the	Give detailed accounts of the customs, history and culture of the countries and communities where the language is spoken.
countries in which the language is spoken	
To speak confidently	Vary language and produce extended responses.
	Be understood with little or no difficulty.
	Understand the main points and opinions in spoken passages.
	Take part in conversations to seek and give information.
	Refer to recent experiences or future plans, everyday activities and interests.
Music	Milestone 3
To perform	Sing or play from memory with confidence.
	Perform solos or as part of an ensemble.
	Sing or play expressively and in tune.
	Hold a part within a round.
	Sing a harmony part confidently and accurately.
	Sustain a drone or a melodic ostinato to accompany singing.
	Perform with controlled breathing (voice) and skilful playing (instrument).
To transcribe	Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play.
	Read and create notes on the musical stave.
	Understand the purpose of the treble and bass clefs and use them in transcribing compositions.
	Understand and use the # (sharp) and b (flat) symbols.
	Use and understand simple time signatures.
To describe music	Choose from a wide range of musical vocabulary to accurately describe and appraise music.
To compose	• Create songs with verses and a chorus.
	• Create rhythmic patterns with an awareness of timbre and duration.
	• Combine a variety of musical devices, including melody, rhythm and chords.
	• Thoughtfully select elements for a piece in order to gain a defined effect.
	• Use drones and melodic ostinato (based on the pentatonic scale).
	• Convey the relationship between the lyrics and the melody.
	• Use digital technologies to compose, edit and refine pieces of music.