Are all settlements the same?



ENGLISH

As **Writers**, we will learn about the meaning of traditional stories and fables. We will identify the main features in them and explore some well-known stories. We will also learn about biographies and autobiographies. We will identify the similarities and differences between them, leading up writing our own autobiography. Finally, we will research and write the biography of Prophet Muhammed (pbuh).

ISLAMIC STUDIES

As **Theologians**, we will be learning about Prominent People and their significance in each of the six major religions of the world – Islam, Christianity, Judaism, Hinduism, Sikhism and Buddhism.

MATHS

As **Mathematicians**, we will practise making quarter, half, three-quarter and whole turns. We will learn "acute" and "obtuse" to describe angles. We will explore what vertical, horizontal, parallel and perpendicular means. We will explore the properties of shapes to accurately create and draw 2-D shapes and describe 2-D and 3-D shapes in terms of their properties.

GEOGRAPHY

As **Geographers**, we will be exploring different types of settlements, land use, and the difference between urban and rural. We will describe the different human and physical features in our local area and make land use comparisons with New Delhi.

SCIENCE

As **Scientists**, we will be learning about forces, friction and magnetic attraction. We will learn about forces in the context of pushing and pulling and will identify different actions as pushes or pulls. We will work scientifically and collaboratively to investigate friction, by exploring the movement of a toy car over different surfaces. We will work in a hands-on way to identify magnetic materials. We will explore the way magnetic poles can attract and repel.

PSHE

As **Global Citizens**, we will focus on economic well-being. We will be learning about ways of paying, how to put together budget and to recognize that money has an impact on how we feel.

DESIGN & TECHNOLOGY

As **Designers**, we will be exploring pneumatic systems and then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.

COMPUTERS

As **Computer Scientists**, we will be moving on to programming B and will focus on exploring the links between events and actions, whilst consolidating prior learning relating to sequencing. We will begin by moving a sprite in four directions followed by maze movement, drawing lines, adding features and debugging movement.

PHYSICAL EDUCATION

As **Athletes**, children will be given the opportunity to develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.