

Why do Ocean's matter?



ENGLISH

As **Writers**, we will be focusing on **mythical writing** which are stories derived from cultural traditions, which have a deep symbolic meaning and usually involve a lesson which will be helpful to the listener or reader. We will then move on to **persuasion writing** where we will try convincing readers to agree to an opinion or idea. Finally wrapping up the term with challenging ourselves to writing our own **discussion piece** on a topic.

As **Readers**, we will be analysing the text **Street Child**. Each week we will be exploring vocabulary and features, practising our fluency, extending our reading skills, and exploring the themes and characters.

MATHS

As **Mathematicians**, we will be focusing on three topics **Decimals and Percentages**, **Perimeter and Area** and **Statistics** we will learn how to work out decimals up to two decimal places and ways to complete calculations finding thousandths as decimals, we will then use our prior learning on place value to plot down the thousandths. We then will move on to our next topic of perimeter and area where we will find the perimeter and area of rectangles, rectilinear shapes, and polygons. Then move on to estimating the area of shapes using our timetables. Then we will move on to a new topic statistic, which will help us with our assessment of dotting data, we will learn to draw, read, and interpret line graphs and tables.

SCIENCE

As **Scientists**, we will be focusing on the topics **Animals including humans** and **Life cycles**. We will learn how humans grow and develop by looking at the six stages of the human life cycle – foetus, baby, child, adolescent, adult, and elderly adult. Then briefly look at the key features of each stage of the human life cycle. Following this we will then build on this knowledge by exploring the life cycles of different animal groups, starting with mammals, then amphibians (frogs), insects and birds.

ISLAMIC STUDIES

As **Theologians**, we will be learning about **the soul's journey from death to the final destination**. We will also have a brief tour of Jannah and Jahannam through the verses of the Quran and Ahaadith. We will try to understand what Aa'raf is and what happens there. We will also explore Taqdir and what it means to a Muslim.

GEOGRAPHY

As **Geographers**, we will focus on our learning question: **Why do ocean's matter?** We will be exploring the importance of our oceans and how they have changed over time with a focus on the Great Barrier Reef, specifically addressing climate change and pollution. We will be describing the benefits of the Great Barrier Reef and describe how humans impact the oceans and the consequences of this. We will then explain some actions that can be taken to help support healthy oceans.

PSHE

As **Global Citizens**, we will investigate helpful strategies to express ourselves in economic wellbeing. We will learn to priorities our needs over want by managing a weekly budget. This will also help us understand the responsibilities and consequences that come with money such as borrowing and loaning. We will aim to recognise the risks and considerations associated with spending money online. We will learn to explain why workplaces stereotyping needs to be challenged and we will describe how interest and skills align with future careers.

DESIGN & TECHNOLOGY

As **designers**, we will test and analyse various **types of bridges** to determine their strength and stability. We will then explore several material properties and sources before marking, sawing, and assembling a wooden truss bridge. We will develop an understanding of structures by investigating how different shapes affect their strength by exploring how to reinforce a beam (structure) to improve its strength. We will then investigate how different shapes can improve the strength of a structure when creating spaghetti truss bridges. This will help us understand how triangles can be used to reinforce bridges.

COMPUTERS

As **Computer Scientists**, we will focus on physical computing where we will explore the concept of selection in programming through the use of the Crumble programming environment. We will learn how to connect and program it to control components (including output devices — LEDs and motors) and will be introduced to controlling the flow of actions in a program by using our knowledge of repetition and conditions when introduced to the concept of selection. To conclude the unit, we will design and make a working model of a fairground carousel that will demonstrate their understanding of how the microcontroller and its components are connected, and how selection can be used to control the operation of the model. Throughout this unit, we will apply the stages of programming design.

PHYSICAL EDUCATION

As **Athletes**, we will explore the principals and skills of **Strike and Field**. We will build an understanding on striking a ball with confidence and control and direct it accurately into a target area. We will learn how to receive the ball from one direction and be able to throw or strike it away in another direction. We then will develop and consolidate different striking and fielding techniques by choosing the best tactics for attacking and defending. We will learn how to devise and adapt rules to create and make sure the game is fair and runs smoothly.