# Why does population change?



## **ENGLISH**

As **Writers**, we will be focusing writing an adventure story, explanation text and non- chronological report based on the book Shackleton's journey. We will also explore another short story 'How to live forever' to develop our debating skills through use of balance and unbalanced arguments. We will also write and publish a prequel of this story.

As **Mathematicians**, we will be exploring decimals,

common equivalents between fractions and decimals.

statistics. In this small step, we will extend this learning

Further, we also explore the topics area, length and

by developing our reasoning and problem-solving

fractions and percentages. We will explore the

# ISLAMIC STUDIES

As **Theologians**, we will be learning about the stories of the prophets Dawud (a.s), Sulaiman (a.s), and Yunus (a.s) and the lessons we can learn from them. We will also be learning the Wajibaat of Salah and how to compensate for missing any in Salah.

# **GEOGRAPHY**

As **Geographers**, we will research and identify **why does population change**? We will understand the change and distribution of the global population. Also, begin to understand the impact climate change can have on the global population. We will collect data showing how population impacts the amount of traffic and litter in an area. From the data collected write a report on the fieldwork process, analyse findings and make suggestions to improve a situation.

skills.

MATHS

As **Scientists**, we will learn about the importance of the circulatory system and how it transports oxygen around our body. We will learn about their heart rate and different activities that can increase the heart rate. We will explore about being healthy and things they can do to lead a healthy lifestyle as well as learning about things that people do that can cause them to be unhealthy.

### **PSHE**

As **Global Citizens**, we will be exploring is money changes and their impact. We will be looking at how money and spending decisions can impact someone's emotional wellbeing, what it means to be a critical consumer, and how spending decisions can affect others.

# **DESIGN & TECHNOLOGY**

As designers, Research and prepare a three-course meal and taste-test and score their food. Research the journey of their main ingredient from 'farm to fork' and write a favourite recipe.

### **COMPUTERS**

As **Computer Scientists**, we will focus on our programming skills to create a game on scratch. We find out what variables are and relate them to real-world examples of values that can be set and changed. Then we will use variables to create a simulation of a scoreboard.

# PHYSICAL EDUCATION

As **Athletes**, we will explore the principals and skills of striking and fielding. We will develop their fielding skills by learning how to 'attack the ball'. They will develop their skills of cooperation, exploring how working as a team helps to prevent the opposition from scoring points. We will develop tactical skills, understanding effective ways to 'run the points.