YEAR	Significant People Internationally Children will learn:  1. Who are explorers and where have some explorers travelled in different periods of time?  2. Who was Ibn Battuta and when did he travel?  3. How important was Ibn Battuta?  4. where the people studied fit into a chronological framework.  5. some ways that we find out about the past.  6. ways in which the past is represented.  7. to choose and use parts of stories and other sources to show understanding of significance.  8. to choose and use parts of stories and other sources to show understanding of similarity and difference.  9. to recognise why people did things and what happened as a result.  10. to talk about who was important in an historical account.		SPR	RING	SUMMER		
2			3F KING		SOMMER		
History			<ul> <li>The Coming of the Railways</li> <li>Children will learn:</li> <li>1. Chronology and Vocabulary</li> <li>2. Using chronological vocabulary with a timeline</li> <li>3. Who was George Stephenson?</li> <li>4. When was George Stephenson alive?</li> <li>5. What did George Stephenson do?</li> <li>6. Stephenson's Rocket</li> <li>7. Changes in railways and trains</li> <li>8. Stephenson's impact locally and nationally</li> <li>9. Enquiry – Was George Stephenson all that significant?</li> <li>10.a wide vocabulary of everyday historical terms.</li> <li>11.to choose and use parts of stories and other sources to show understanding of significance.</li> </ul>		<ul> <li>Events, People &amp; Places in Birmingham</li> <li>Children will learn:</li> <li>1. Is there any difference between Birmingham today and in the time of their parents and grandparents?</li> <li>2. Would you prefer to have lived in Birmingham in the past or now?</li> <li>3. Were there times in the past when life in Birmingham was particularly unusual and why was this?</li> <li>4. where the events studied fit into a chronological framework.</li> <li>5. to identify similarities/differences between periods.</li> <li>6. to ask and answer questions.</li> <li>7. to choose and use parts of stories and other sources to show understanding of continuity and change.</li> <li>8. to choose and use parts of stories and other sources to show understanding of cause and consequence.</li> <li>9. to identify similarities and differences</li> </ul>		
Geography			Around the World Children will learn: 1. the name and location of each of the seven continents of the world. 2. that France is a country in Europe and identify some of its key features.	Who Lives here? Children will learn: 1. who lives on the largest island in the world, Greenland and about both the traditional and modern way of life for Inuits. In their independent	Let's Go On Safari Children will learn: 1. to locate the UK and Kenya on a world map and about the idea of a safari and what they might see on a Kenyan safari. 2. about how different places around the world have different climates based on the location of the poles and the equator. By looking at Kenya's wet and dry seasons and compare Kenya's climate to the UK climate.		

- and identify it as being a country within Europe.
- 3. how the UK is split into four countries and that each country has its own capital city and start to consider the idea of national identity.
- about some of the human and physical features of each country within the UK and identify the national flowers and flags.
- 5. the difference between villages, towns and cities, and learn what the terms 'urban' and 'rural' mean by locating Birmingham and the local area on a map and think about what kind of settlement they live in.
- 6. about the road and house they live in by knowing what an address is and why it is useful, before working out what their own address is. They can

- 3. about human and physical features found in cities and will use new vocabulary to locate and describe the physical and human features found in Vancouver.
- 4. about the physical features of Edinburgh and Cape Town and will use language to describe and compare the physical features of two different cities.
- 5. about the human features of Edinburgh and Cape Town and will use language to describe and compare the human features of two different cities.
- 6. what a bird's eye view is and describe maps from this perspective.
- 7. how to use symbols to

- 3. to locate the continent of Asia and identify and describe some of the key features and characteristics of China, recognising it as a country in the continent of Asia.
- 4. to locate the continent of Australia, noting that Australia is both the name of a continent and a country within that continent and identify and describe some of the key features and characteristics of Australia.
- 5. to locate Africa on a world map and identify Kenya as a country within Africa and identify and describe some of the key characteristics and features of Kenya, as well as comparing urban and rural life.
- 6. to locate the USA on a world map and identify it as a

- activities they will match answers to questions, sort fact cards, or identify true and false statements. They will compare and contrast the traditional Inuit way of life to their own lifestyle using given headings.
- about the way of life of the Yanomami people in South America about their homes, the differing roles of men and women, the food they eat, and how they celebrate. In their independent activities, children will use what they have learnt to identify true and false statements, complete sentences and answer questions. In the alternative activity, children will pretend to be members of a Yanomami village and make decisions together.

- 3. about a variety of animals that live in Kenya and will identify their features and what geographical features the animals need, such as bodies of water or trees for shade.
- 4. about the four points of a compass and how we can use them to navigate around a map.
- 5. how grids on a map can be used to travel a given number of places in different directions.
- 6. about different land features of Kenya, such as savannahs, valleys, mountains and beaches, and describe their features.
- 7. to compare large cities and small villages in Kenya using appropriate vocabulary to describe the different landscapes of Kenya.
- 8. about the many different groups of people who live in Kenya and will compare people who live in large cities with those who live in more rural areas.
- about the Maasai tribe and start to consider the differences between Maasai life and like in the UK.
- 10. about ways in which Kenya is similar to or different from the UK by comparing areas such as landscapes, towns, villages, food, clothing and lifestyles.

+4	then answer the	represent objects	country within	3.	about a nomadic	
	question, 'Where	in a bird's eye view	North America and	٥.	way of life by	
· · · · · · · · · · · · · · · · · · ·	do I live?' in detail	•			·	
		map by exploring	how it is organised		exploring the	
	using everything	how to use	into states,		lifestyle of those	
tr	they have learnt.	symbols to	identifying some of		who live on the	
		represent objects	the major		Mongolian	
		in a bird's eye view	landmarks of the		grasslands and	
		map.	country, as well as		about why they	
			looking at how 4th		need to keep	
			July is celebrated.		moving from place	
			7. to locate South		to place, and what	
			America on a world		their portable	
			map and identify		homes are like. In	
			Brazil as a country		their independent	
			within this		activities, children	
			continent,		will use a map and	
			identifying some		key to answer	
			key landmarks of		questions	
			Brazil before		involving simple	
			identifying a variety		compass	
			of geographical		directions. In the	
			features, such as		alternative	
			rivers and		activity, children	
			mountains.		will discuss the	
			8. to locate Antarctica		advantages and	
			on a world map and		disadvantages of	
			that it has no		the nomadic way	
			countries or people		of life	
			living there, apart	4	about the	
			from researchers.	۲.	traditional way of	
			They will explore		life of the Maasai	
			what these		people in Kenya	
					and what their	
			researchers do in Antarctica and find		villages are like,	
			out about some of		-	
					why their animals	
			the animals that		are so important	
			live there. They can		to them, and other	
			then recap		aspects of the	

and a model to a the a	Managi aultuma ta
everything they	Maasai culture. In
have learnt about	their independent
the seven	activities, children
continents and	will use what they
some of the	have learnt to
countries within	explain what life is
them.	like in a Maasai
	village. In the FSD?
	activity, children
	will match and
	sequence pictures
	and descriptions of
	how to build a
	Maasai house
	5. about the
	underground cave
	homes created by
	the Berber people
	in Tunisia and how
	they were built, as
	well as why people
	choose to live
	there.
	They will explore
	the culture of the
	Berber people, by
	either creating
	their own paper
	weaving of a kilim,
	or following some
	simple recipes for
	making flavoured
	cous cous.

Colonia	Constitution of Constitution	Lindred in Habitata	Consider Plants	Com on Colombiata	Fundania - Furnanda - Matariala
Science	Growth and Survival	Living in Habitats	Growing Plants	Super Scientists	Exploring Everyday Materials
	Children will learn:	Children will learn:	Children will learn:	Children will learn:	Children will learn:
	1. why animals have	1. some life	1. how best to plant	1. about some of the	about some common materials and similar
	babies, then match	processes which	and grow different	work of Isaac	materials that could be grouped in the same
	parent animals to	indicate that	seed types.	Newton.	ways.
	their offspring.	animals and plants	2. about bulbs: their	2. ways in which the	about some natural and man-made
	2. about how animals	are alive. By	large food source,	speed of falling	materials.
	who give birth to	identifying and	and the times of	objects can be	3. That materials can be manipulated by
	live offspring, and	sort objects and	year at which they	affected.	squashing, bending, twisting and stretching.
	those who lay eggs,	organisms into	grow.	3. about Isaac	4. to predict how other materials might behave.
	reproduce by	group: living and	3. about fruits: the	Newton's work	5. about a variety of objects made using metal
	matching and	non-living things.	seeds they contain	and discoveries	or plastic and consider why each material has
	sorting animals	2. to sort objects and	and some ways in	regarding light.	been used.
	according to various	organisms into	which they are	4. about the ways in	6. about how trees are turned into materials we
	criteria.	group: living and	dispersed.	which light passes	use.
	3. about ways in which	non-living things.	4. about germination	through	7. why different objects are made using metal
	the body grows	3. about what a	and the various	transparent	or plastic, then describe the uses of objects
	over time, then	habitat is, and	conditions seeds	objects.	and the materials they are made from.
	either describe	what animals and	need to germinate.	5. about Maggie	8. about some man-made materials, their uses
	some changes in	plants need to	5. how plants change	Aderin-Pocock and	and their inventors.
	their own words, or	survive in them.	over time.	her work.	
	conduct a height	4. features of seaside		6. about the wind	
	investigation.	habitats and		and its effects.	
	4. about the basic	discuss which		7. about some of the	
	needs of animals,	plants and animals		work of Alexander	
	such as eating,	might live in it, and		Graham Bell.	
	drinking and	where. They may		8. ways in which	
	breathing by	then either identify		sound travels	
	considering how	and name a variety		through different	
	these needs vary	of organisms, or		materials.	
	between species,	sort organisms into		9. about some	
	then explain the	those found in		significant	
	needs of various	seaside habitats,		historical	
	animals in their own	and those found in		discoveries about	
	words.	other habitats.		the body.	
	5. how these needs	5. characteristics of		10. about the work of	
	vary between	animals which give		significant	
	species.	clues about the		scientists who	
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		<u></u>			
	6. about ways in which	habitats they live		studied how	
	habitats provide	in. By describe		diseases affect the	
	some things that	what they provide		body.	
	animals need, and	for the organisms		11. about some of the	
	how animals are	that live in them,		work of Thomas	
	best suited to	or how organisms		Edison to do with	
	specific	are adapted to suit		electricity and	
	environments.	their habitat.		then make, test,	
	7. about foods: which	6. about micro-		change or improve	
	are more/less	habitats and the		their own	
	healthy.	organisms that live		electrical circuits.	
	8. the importance of	in them.			
	exercise, and how	7. how organisms in a			
	different exercises,	habitat are			
	sports and activities	dependent upon			
	affect different	one another, and			
	parts of the body.	that these			
	By either undertake	dependencies can			
	a sorting activity, or	be shown as food			
	plan a course of	chains. Try to make			
	exercises.	a food chain from			
		a given set of			
		organisms.			
Art	Anim	al Art	Self-p	ortrait	Henri Rousseau
	Children will learn:		Children will learn		Children will learn:
	1. about the shapes and	colours of a variety of	1. about the difference	between portraits and	1. about the life and works by Henri Rousseau.
	British (European) ani	mals. They will complete	self-portraits by discu	ssing and evaluating	2. how Rousseau was a self-trained painter and
	a picture where part of	of an animal is already	different existing wor	ks of art including some	never went to a jungle, instead he studied
	shown.		by Matisse, Kahlo, Re	mbrandt, Van Gogh and	plants in the botanical gardens in Paris by
	2. some methods for ob	servation.	others.		creating fact booklets or create posters to
	3. to use patterns, shape	es and colours to identify	2. to evaluate different	existing works of art	explain to others the life of Rousseau.
	a variety of African an	nimals by making an	including some by Ma	itisse, Kahlo,	3. about famous portraits and landscapes by
	African animal finger	puppet.	Rembrandt, Van Gog	n and others by looking	exploring real plants and flowers using a skills
	4. about the patterns an	d colours that elephants	at and discussing diffe	erent forms of collage	poster to develop their sketching skills.
	are decorated with du	uring the Jaipur Elephant	before having a go at	creating a self-portrait	4. that Rousseau claims to have invented a new
	Festival. Children will	create their own	collage themselves at	oout collage as a	genre of 'Portrait-Landscapes' by creating
	patterned elephant ei	ither on paper or with	medium to create sel	f-portraits in using Julian	their own version.
	clay.		Opie's style of portra	t as inspiration.	

- 5. about some Aboriginal animal art. Children will be shown how to make their own Aboriginal animal dot art either on paper or a terracotta pot.
- how to create a snake coil mobile or a sitting parrot by jumbled up photos, using visual clues to help them.
- 7. about animal symbolism in native American culture, especially in totem pole artwork by choosing an animal or animals that they think best reflect their personality to use as the basis for some totem pole artwork.
- 8. how to paint an Antarctic animal scene mixing shades of blue paint by looking at photos of Antarctica to see which animals and colours they can see. They will then paint an Antarctic animal scene with the skill focus on mixing shades of blue paint.

- 3. how to make different marks with different grades of pencil by exploring pencils and the letters on them defining what they mean and making links with different kinds of sketching as they explore.
- 4. about a range of paints and the different effects they can be used to create by comparing and contrasting the use of water coloured paint and poster paint by completing the same picture in each different type of paint and discussing the outcome and their preferences.
- to compare and contrast the use of watercolour paint and poster paint by completing the same picture in each type of paint, and discussing the outcome and their preferences.
- about the shape and position of features on a face by sketching and painting their own portrait. They can create a silhouette profile portrait that reflects aspects of themselves.
- 7. about why people create self-portraits, what they want to portray, and how they might do this using colour, poses or even objects.
- 8. how sculptures can also be a form of portrait, and will look at examples made from wood, stone and metal.

- 5. about how animals are portrayed in Rousseau's paintings, in particular the pouncing animals by designing animal masks in the style of his works
- 6. to evaluate all they have learnt about Henri Rousseau and how he used his imagination. By being challenged to imagine a place they've never been to before, re-create it in the style of Rousseau and include a portrait of themselves within the picture.

# Design Technology

## **Creating Paper Toys**

### Children will learn:

- 1. about different types of scissors and their uses.
- 2. about scissor safety.
- 3. how to use scissors to cut straight, zigzag and wavy lines.
- the skills of folding and cutting through several layers of paper by making paper chains.

## **Flying Kites**

#### Children will learn:

- 1. about kites made in different countries and what they are used for.
- 2. about materials that could be used to make different kites.
- 3. what a carp kite is and why it is flown on Children's Day in Japan.
- 4. about a diamond kite.
- 5. to use a range of materials to follow their plan and make a diamond kite.

# Teddy Bear's Picnic

#### Children will learn:

- 1. about different picnic foods and where they have come from.
- 2. what are the most appropriate foods to take on a picnic.
- 3. to make Teddy Bear Biscuits by following a set of instructions.
- 4. to design a healthy food skewer to take on a picnic.

	<ol> <li>5. how a selection of different paper toys work and how they can be made.</li> <li>6. what an illusion is.</li> <li>7. about an example of an optical illusion, the thaumatrope how to make one.</li> <li>8. how to design their own images for their illusion and how to use their cutting skills to</li> </ol>		6. to evaluate the kite-making process.		<ul><li>5. to follow their designs to make their food skewers, remembering to be safe and careful.</li><li>6. to evaluate their picnic food.</li></ul>		
	create the toy.					I	
PE	Attack and Defend	Send and Return	Fitness Unit 1	Hit Catch and Run Unit	Gymnastics Unit 2	Hit Catch and Run Unit	
	Unit 1	Unit 1	Children will learn:	1	1. to introduce relevé	2	
	Children will learn:	Children will learn:	1. to participate in a	Children will learn:	walk and front	Children will learn:	
	1. to send the ball	1. to anticipate the	variety of	1. to work as a team	support.	1. to work individually	
	with feet by kicking.  2. to send the ball	flight of the ball fed from your	coordination activities.	to field a ball back to base.	2. to recall actions	to score runs.  2. to increase running	
	varying distances	partner.	2. to keep track of	2. to run and touch	from previous learning.	pace to score runs	
	using harder and	2. to move towards	their reps during	cones to score	3. to transfer	and stay 'safe'.	
	softer kicks.	the line of the ball	exercise.	points.	movement pattern	3. to use a variety of	
	3. to receive and stop	and return on toes.	3. to discuss why	3. to make choices	to floor, mat and	kicking techniques	
	the ball with feet.	3. to keep track of	water is important	where to hit the	apparatus.	to send the ball.	
	4. to pass the ball to	the score with your	after exercise.	ball.	4. to identify where	4. to experience the	
	another player.	partner.	4. to build on last	4. to use kicking to	the muscles of	role of the	
	5. to work as a team	4. to identify their	week's score for	send a ball to	their core at a	backstop.	
	to keep possession	dominant and non-	fitness progression.	score points.	controlled	5. to outwit bowler to	
	in a defined area.	dominant side for	5. to use words 'work'	5. to use underarm	movement.	kick in different	
	6. to pass the ball for	sending a ball.	and 'rest' to	throwing skills to	5. to transition from a	directions.	
	accuracy.	5. to play a modified	describe interval	feed/bowl a ball to	dish to an arch	6. to use both feet to	
	7. to demonstrate	game to send and	training.	a player.	shape smoothly.	kick the ball.	
	receiving and	return using	6. to say one way that	6. to position body to	6. to create a short	7. to kick a ball bowled	
	passing.	dominant and non-	rest is important	perform stepping	sequence	in a variety of ways.	
	8. to play as part of a	dominant sides.	after exercising.	action for bowling.	demonstrating	8. to recognise the	
	team to attack and	6. to play a modified	7. to work with	7. to use	flow.	role of a wicket	
	defend.	game introducing	maximum effort for	bowling/feeding	7. to develop strength	keeper.	
	9. to move the ball	boundaries.	a short period of	skills in a game	by using arm and	9. to position yourself	
	independently by	7. to use throwing	time.	situation.	shoulder muscles in	<b>'</b>	
	bouncing.	and catching skills	8. to participate in	8. to experiment	a crab action.	10.to practise the role	
	10.to move the ball	to play with a team	balance-based	with different bats	8. to recap and	of wicketkeeper and	
	using basketball-	to score points.	movements in	to see which are	implement back	attempt to stump	
	style dribbling. Link		combination.			players out.	

- bouncing and passing.
- 11.to make choices on where to stand when defending as part of a team.

#### Dance

- to explore whole body actions to create movements as a pair/group.
- 2. to compose a dance phrase which responds to the visual stimulus.
- 3. to create a sequence of movements for performance with starting and finishing positions.
- 4. to demonstrate comprehension of the story through dance.
- 5. to create a duet based on the relationship between the penguin and the snowman.
- to explore unison, levels and cannon within the choreography.
- 7. to discuss how others could

- 8. to develop agility in isolated challenges.
- to perform with increased agility in a conditioned game.
- 10. to use correct grip to hold a tennis racquet.
- 11. to send, receive and stop a ball using a racquet.
- 12. to use self-feed to hit a ball to partner.
- 13. to self-feed a ball to a partner using a racquet.

## **Gymnastics Unit 1**

- to use prior learning to create a 4-element sequence.
- to combine balance, rolling, jumping, rocking and spinning.
- 3. to perform using a recognised large body part balance as a start and finish shape.
- 4. to recognise how to create power in jumps.

- 9. to work to improve their weekly down ups score.
- 10.to work to complete movement over the full range of motion.
- 11.to show quality in movement.
- 12.to perform a superset and describe its features.
- 13.to work as an individual to attempt new movements.
- 14.to use repletion to improve movement quality.
- 15.to name some benefits of playing outdoors.
- 16.to work a variety of movements in Tabata style
- 17.to explore some basic stretching movements
- 18.to identify some benefits of whole-body exercise.

# Send and Return Unit 2

1. to play a variety of roles in games.

- easier or harder to hit with.
- to make choices about where you are going to hit the ball.
- 10. to work cooperatively to practice hitting skills.
- 11. to stand in positions ready to catch a ball.
- 12. to throw quickly and accurately under pressure.
- 13. to field to catch and throw to teammates to stop opponents from scoring runs.
- 14. to play as part of a team to field and hit to score.
- 15. to apply simple tactics to gameplay.
- 16. to play in different roles and positions.

# Run Jump and Throw Unit 1

- to be aware of others around when running.
- to recognise powerful actions.

- support in a sequence.
- 9. to combine learnt actions in a short body management sequence.
- 10. to frog jump individually with a partner.
- 11. to work with others to complete a set of jumps.
- 12. to link a frog jump with previous actions in the best way.
- 13. to demonstrate a control in a straight jump
- 14. to hold an L sit and use it effectively in a sequence.
- 15. to link Frog jump, L-sit and straight jump in a smooth sequence.
- 16. to refine and develop a routine to ensure it is aesthetically pleasing. to perform with rhythm and control.

  Attack and Defend

# Attack and Defend Unit 2

Children will learn:

1. to pass and receive the ball around the

- 11.to recognise the role a backstop.
- 12.to attempt to track and stop balls as the backstop.
- 13.to work as a team to restrict runs.

#### OAA

- to adapt to use equipment in unconventional ways.
- 2. to volunteer your ideas to help the team succeed.
- to recap handling, ordering and organising.
- 4. to build on searching skills.
- 5. to work to extend coordination.
- 6. to copy and repeat a simple pattern.
- 7. to compose a small group movement pattern.
- 8. to show confidence in performing in front of others.
- to lead someone blindfolded using verbal and tactile cues. Be led by someone when blindfolded.

- develop their performances.
- 8. to create a short dance solo which demonstrates changes in directions and speed.
- to explore footwork creatively based on a visual stimulus.
- 10.to use movement imaginatively, responding to the music with some attempt at musicality.
- 11.to change the speed, level and direction of movements.
- 12.to explore formations through the dance sequence.
- 13.to perform dance phrases that express ideas and feelings.

- to attempt a variety of different jumps.
- to show ways to jump with power and control.
- 7. to explore taking weight on hands.
- to develop skills to transition from belly button up to belly button down.
- to create a short sequence with elements of taking weight on hands.
- 10. to recognise what it means to be flexible.
- 11. to explore own flexibility with a japana and bridge shape.
- 12. to use a variation of japana and bridge in a sequence.
- 13. to develop point balance skills to combine with flexibility.
- 14. to travel at different speeds in creative ways.
- 15. to combine changes and speed and point balances in a sequence.

- 2. to accurately send a ball to specified areas.
- to attempt to respond to a partner and play a simple rally.
- 4. to use a long high ball to reach the backcourt.
- 5. to send a low short ball to the front court.
- to throw into space to make it difficult for your opponent.
- 7. to develop catching and throwing skills while seated.
- 8. to serving to a specified area
- 9. to use a range of sending skills to serve.
- 10.to play out point from serve.
- 11.to develop volleyball skills further to standing
- 12.to develop throwing into hitting
- 13.to play using attacking shots.
- 14.to play in a volleyball style game.

- different ways to generate power to start different actions such as running, jumping, hopping, striding.
- to participate in an obstacle relay
- to modify
   movements to
   adapt to the task,
   e.g doing a burpee
   and then jumping
   on a box top.
- to participate in different throwing games.
- 7. to use a variety of different throws according to the game.
- to explore which throws are better for accuracy, which are better for distance and which are better for height.
- to copy and repeat actions with accuracy.
- 10. to analyse performance to judge difference in the game at the beginning and the end.

- playing area showing some control.
- 2. to work collaboratively to keep possession by passing accurately.
- 3. to send and receive moving into space.
- 4. to play with a variety of balls.
- 5. to move into a space in a game situation.
- 6. to work with a partner to progress towards a target.
- 7. to co-ordinate hands and feet to progress forward.
- 8. to attempt to use simple attacking play in a game.
- 9. to examine the role of a goalkeeper.
- to perform defensively as an individual in a game.
- 11. to recognise quality of goalkeeping.
- 12. to show awareness of opponents and teammates in a game
- 13. to explore the concept of

- 10.to learn beginners competition speed stack.
- 11.to practise and repeat recognising repetition helps us to improve performance.
- 12.to improve accuracy through repetition.
- 13.to reinforce recognition of symbols.
- 14.to introduce a key.
- 15.to create own simple equipment map.

		<ul> <li>16. to explore and experiment with the teddy roll.</li> <li>17. to choose and apply to a simple sequence of elements from unit 1.</li> <li>18. to attempt a teddy roll in a sequence.</li> </ul>	15.to play as an individual. 16.to develop greater control of the ball.	<ul> <li>11. to perform a variety of static and dynamic balances.</li> <li>12. to identify the difference between a static and dynamic balance.</li> <li>13. to devise own static and dynamic balance sequence.</li> </ul>	intercepting in invasion games.  14. to choose when to attempt to intercept the ball.  15. to implement basic goalkeeping, attacking play and intercepting in games.  16. to make early decisions in games.  17. to practise to improve existing skills.	
Computing	Ways to Present Information Children will learn: 1. to design assets using JiT5 'Paint', 'Write' and 'Animate' tools.	Art of Animation Children will learn: 1. to design animations that present information about oceans. 2. to draw assets using JIT5 'Paint'. 3. to add backgrounds and shared images to combine and create an effective animation.	Create a Topic-Based eBook Children will learn: 1. to use JiT tools to create an eBook in JiT 'Mix' tool. 2. to include a mixture of text, painting and photos within a variety of page layouts.	Sequencing Simple Algorithms and Programs Children will learn: 1. to predict and investigate route- based programs to answer numerous challenges. 2. to complete tasks that will require them to modify route-based programs 3. to make their own route-based programs.	Collecting, Organising, and Presenting Data Children will learn:  1. to develop a better understanding of interpreting data from a chart – using JIT 'Chart' and 'Pictogram' tools.  2. to gather opinions using the J2vote software.  3. to present the findings.	
Music	Hands, Feet, Heart Children will learn: 1. a song by heart. 2. to confidently sing a song from memory.	Ho, Ho, Ho Children will learn: 1. a song by heart. 2. to confidently sing a song from memory.	I Wanna Play in a Band Children will learn: 1. a song by heart. 2. to confidently sing a song from memory.	Zootime Children will learn: 1. a song by heart. 2. to confidently sing a song from memory.	Friendship Song Children will learn: 1. a song by heart. 2. to confidently sing a song from memory.	Reflect, Rewind and Replay Children will learn: 1. to know why they must warm up their voice.

- that some songs have a chorus or a response/answer part.
- 4. that unison is everyone singing at the same time.
- 5. that music has a steady pulse, like a heartbeat.
- 6. the names of the notes in their instrumental part from memory or when written down.
- 7. that improvisation Is making up your own tunes on the spot.
- 8. that composing is like writing a story.
- 9. that everyone can compose.
- 10.that performing is sharing music with an audience.

- that songs have a musical style.
- 4. that we can create rhythms from words, our names, favourite food, colours, animals.
- 5. that rhythms are different from the steady pulse.
- 6. the names of the untuned persussion instruments played in class.
- 7. to treat instruments carefully with respect.
- 8. that when someone improvises, they make up their own tune that belongs to them that has not been heard or written down before.
- 9. to help create three simple melodies using one, three or five different notes.

- 3. how they can enjoy moving to music by dancing, marching, being animals or pop stars.
- that we add high and low sounds (pitch) when we sing and play our instruments.
- 5. to play a tuned instrumental part using one of the four differentiated parts (a one-note, simple or medium part).
- 5. to play the part in time with the steady pulse.
- that everyone can improvise and you can use one or two notes.
- how the notes of the composition can be written down and changed if necessary.

- how songs can tell a story or describe an idea.
- that they can make different types of sounds with their voices – they can rap (spoken word with rhythm).
- to start and stop singing when following a leader.
- to perform a song they have chosen and learned.

- that songs include other ways of using the voice eg rapping (spoken word).
- to listen to and follow musical instructions from a leader.
- 5. that a performance can be for a special occasion and involve a class, a year group or a whole school.

- 2. to find a comfortable singing position.
- that an audience can include your parents and friends.
- 4. to add their ideas to the performance.
- to record the performance and say how they were feeling about it.