

Lead subjects:

Geography
Design and Technology
Music

English:

- **Gulliver's Travels**
- **Information text** – tourist booklet about Florence

Music Key Vocabulary

Classical – music following long-established principles, written in the European tradition

Maurice Ravel – French composer, famously composed 'Bolero'

Orchestra – a group of instrumentalists combining string, woodwind, brass and percussion

Beethoven – German composer

Arrangement – a musical composition arranged for performance with instruments or voices.

Music Key Skills

Who are the famous European classical composers? – develop and understanding of the history of music

Which instruments are used in their music? – play tuned and untuned instruments with control and rhythmic accuracy

How has classical music been changed? (covers) – analyse and compare sounds

Which composer's pieces do you prefer? – explore and explain their own ideas and feelings about music using movement, expressive language and musical vocabulary

Spirituality question: What difference would it make if everyone liked the same music?

DT Key

Vocabulary:

Currency – a system of money in general use in a country

Textile – a type of cloth or fabric

Stitch – a loop of thread resulting from a single pass or movement of a needle in sewing

Fastening – a device that closes or secures something

Prototype – a first version of a product from which other forms are developed.

DT Key Skills

What products already exist – investigate existing products

Who might use this? – research the prospective user's requirements and present a design specification.

What stitches and fastenings will be used? – make a prototype of the product, strengthening and stiffening the fabric if needed.

How will it be decorated? – decorate the final product as required.

Does the product meet the requirements of the user? – present the product to the 'user' and evaluate together.

Spirituality question: Does it mean more to someone if you have made the gift yourself?



Passport to Europe



Visitors/Experiences

TBC

Geography Key Vocabulary

Region – an area, especially part of a country or the world having definable characteristics but not always fixed boundaries

Europe – a continent of the northern hemisphere containing approximately 20% of the world's population

Italy – a country in southern Europe

Tuscany – a region of west central Italy, on the Ligurian Sea. Its capital is Florence, which was a leading centre of the Italian Renaissance.

Climate – the weather conditions prevailing in an area

Settlement – a place, typically one which has been uninhabited, where people establish a community.

Trade – the action of buying and selling goods and services

European Union – an economic and political association of certain European countries as a unit with internal free trade

Population – all the inhabitants of a particular place

Spirituality question: Can you make a difference to another country or something that is happening on the other side of the world?

Geography Key Skills

- **Where is the region located?** – identify position of latitude and longitude. Use maps, atlases and globes to locate a region in a European country (Tuscany).
- **What is the physical geography like?** – describe and understand climate zones, vegetation, rivers and mountains
- **What is the human geography like?** – describe and understand type of settlement and land use.
- **How does location and climate affect economic activity?** – describe and understand trade links and the distribution of natural resources including energy, food, minerals and water. Discuss the effects and contribution of tourism.
- **What are the lives of children in this region like?** – make comparisons with their own lives to describe similarities and differences.

Digimap skills:

(Can only use with a map of the UK, so will be used to contrast our locality with Tuscany).

- **Using and interpreting** – use atlases, maps and globes
- **Perspective and scale** – use maps and aerial views to help talk about for example, views from high places.
- **Digital map making** – use the zoom function to locate places.
- **Have experience** of a range of different maps for example, tourist brochure, paper and digital maps, atlases.

History: Significant Individuals – Leonardo da Vinci and Michelangelo (from Tuscany)

- **What was the Renaissance movement?** - develop of world history
- Note connections over time
- **What did these significant individuals contribute to society?** - devise historically valid questions
- Construct informed responses of relevant historical information.

Science: Skeletons

- **What if humans didn't have a skeleton?** - identify that humans and some other animals have skeletons and muscles for support, protection and movement
- **Which are the most important bones in our body?** - introduced to the main body parts associated with the skeleton and muscles
- **Why do we have muscles?** - find out how different parts of the body have special functions
- **Do all animals have a skeleton?** - identify and group animals with and without skeletons by observing and comparing their movement
- **What if humans didn't have a skeleton?** - explore ideas about what would happen if humans did not have a skeleton

Computing: IT – Sound

- **Talk about software which allows the creation of sound** – use a variety of devices and software to select, playback and record voice and other sounds.
- **Understand that sounds can be combined in editing software** – select, import and edit existing sound files in sound editing software.
- **Understand how sound can be used to create meaning/effect** – use music software to experiment with capturing, repeating and sequencing sound patterns

Spanish: Habitats

- Common habitats for plants and animals
- Animals and plants live in these habitats
- Key elements animals and plants need to survive in their habitat
- Ask and answer questions
- Speak in sentences, using familiar vocabulary and phrases
- Describe places orally and in writing.

Maths

- **Geometry** – 2D shapes, horizontal/vertical, parallel, perpendicular, 3D shapes, turns and angles, position and movement on a grid, symmetry
- **Addition and subtraction** - multiples of 100, crossing 10/100, exchanging, up to 3-digit and 3-digit adding and subtracting.
- **Statistics** – pictograms, bar charts, tables, line graphs, comparison and difference

RE: Exploring the sadness and joy of Easter

- **Are the events of Easter simply joyful or sad?** – know that the events of Easter are a combination of joy and sadness
- **Is the cross a symbol of sadness or joy?** – know the events of Holy Week reveal what Jesus came to do
- **How do church services at Easter reflect sadness and joy?** – know the different ways in which the church remembers and marks the event of Holy Week
- **Is Easter Sunday the end or the beginning?** – describe the impact of the event of Palm Sunday, Holy Week and Easter on the lives of people today