

ENGLISH

All lessons will reinforce features associated with the various texts / genres studied.

Icy Kingdom Build up/fantasy story:

Writing stories using OBDE (Opening, Build-up, Dilemma and Ending) to help structure their work, including using The Lion, The Witch and The Wardrobe as a stimulus for writing and drama.

Information text:

Researching and writing an informative piece about an animal of their choice which inhabits a polar region of their choice.

Poetry:

Learning narrative poems to perform to an audience.

GEOGRAPHY

The Polar Regions:

Locating the Polar Regions and understanding the key characteristics of a Polar Region.

Animals and their Habitats:

What animals would we expect to see in the Polar Regions? What key characteristics do all the animals have to help them to survive in their habitat?

Comparing and contrasting temperature:

Looking at the different temperatures and comparing them to the average temperatures of the UK.

Famous Polar Explorers:

Understanding about the lives of people who travel to the Polar Regions, including the first people to explore the North and South Poles.

Packing to discover an Icy Kingdom:

Understanding the survival techniques that scientists and explorers use when setting off into an Icy Kingdom.

Global Warming:

Developing an understanding of Global Warming and how this will affect the Polar Regions.

Icy Kingdoms

HISTORY

Explore the lives of precious explorers and the techniques that they use.

Look at current and historical temperature data to compare the effects of global warming.

ART/DT

Produce art work using pointillism techniques.

Look at the art work produced by Inuit artists and produce our own.

Practice and refine techniques for colour mixing.

Making energy bars for a trip to the Arctic.

PE

Working on team skills – in particular working as a team in striking and fielding games.

Working on social skills in PE including praising others, showing patience and co-operating well with others.

Building the static and dynamic balance skills and agility through games.

Learning to control and master their bike in a space away from traffic (Bikeability level 1).

Science

Properties and changes to materials.

Look at the three states of matter and the reversible changes between them involving a number of different investigations including 'Can you make water disappear without touching it?'

Consider how reversible changes are involved in the water cycle.

Explore temperature using thermometers and the best thermal conductors and insulators.