## Literacy:

Children will be able to:

- 1. Write for a variety of purposes and audiences including recounts, non fiction texts and poetry.
- 2. Write a recount of their visit to Nothe Fort. Recounts of science experiments
- 3. Non fiction text to explain evacuation.
- 4. Identify and describe the main characters in 'Letters from the Lighthouse' Write a character description.
- 5. War poetry write poetry linked to War including imagery.
- 6. Story writing about a spy during the war.
- 7. Story retell in RE

## R.E: Creation

- 1) Explores how we become creators, which involves the two creation stories in Genesis.
- 2) What it means to be the people of God, as expressed by St. Paul and as expressed in the beatitudes.

### Sacrament

1) Explore what they are and how they affect people's lives today

#### Music:

songs.

Explore rounds with 2 or more parts
Describe the effect of pitch.
Practise singing Topic

# Physical Education: Hockey

Children develop their defending, attacking and team play skills. All games include using skills, strategies and tactics to outwit the opposition.

### Dance

Using World War II themed music eg Glenn Miller and practicing moves to match the music. Concentrating on how the body moves to create a sequence.

# World War 2: Letters from the Lighthouse

## History and Geography:

- 1) 'Evacuation Experience' trip to Nothe Fort.
- 2) Learn about Evacuation, rationing, ARP, 1940s school room, 1940s kitchen, 1940s money
- Learn which countries fought during the War and which side they were on.
- 4) Map work about where children were sent during evacuation and why

# French:

Introduction to French greetings. Asking and answering questions. Counting to 20.

## **Numeracy:**

# Children will be able to:

- 1. Understand, know and use place value up to 999,999
- 2. Round numbers to the nearest 10, 100, 1000
- 3. Use rounding to check answers to calculations and determine, in the context of a problem levels of accuracy
- 4. Add and subtract numbers with 4/5 digits
- 5. Add and subtract using columnar method
- 6. Choose a sensible way of calculating when solving a problem
- 7. Solve one and two step word problems
- 8. Choose appropriate methods for mental calculation
- 9. Practice mental calculation with increasingly large numbers.

# Computing:

- Use search technologies to create a presentation about an aspect of WW2.
- 2) The children plan their own computer game. They design characters and create a working prototype, which they develop further based on feedback they receive.

# **Art and Design Technology:**

- 1) Make a gas mask box and label.
- Paint bunting representing the flags of the Allied countries in WW2.
- Create a silhouette picture of St Paul's Cathedral during the Blitz using a colour wash.

## Science.

Properties of materials.
Which materials are used for different purposes?
Which materials can be used to keep liquids warm/cool?