

Dear Parents and carers,

Here is our topic for this half term. Please also see the Creative Homework sheet and Knowledge Organiser for ideas about supporting your child's Learning Journey. Have Fun!

Wow Event/Hook: Unscramble messages

Topic Outcome: We will create posters teaching everyone how to stay safe online.

WHAT WE ARE LEARNING:



As Readers we will: Use texts to be able to retrieve information on key figures who played an important part as early coders. We will use texts to help us explain and summarise the importance online safety.

As Authors we will: Write a setting description based on a villain's lair. We will use videos to inspire use then extend the narrative by characterising speech based on a spy and a villain.

As Athletes we will: Practise our athletics skills in preparation for Sports Day and we take part in Outdoor Adventurous Activities.

As Historians we will: Look at how technology has developed in chronological order and discuss the changes.

As Linguists we will: Become familiar with the names of various vegetables in French.

As Citizens we will: Discuss how to stay safe in a digital world. We will explore challenges that we and other people may experience and how we can overcome these. We will identify our own personal goals and how we can achieve them. We will also discuss relationships in our Jigsaw lessons. We will discuss the positive a negative emotions that may arise from changing friendships and we identify the special people in our lives who we love and who love us.

As Scientists we will:

Identify common appliances that run on electricity and understand basic electrical safety at home. We will construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. We will predict whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery or not.

As Computing experts we will: Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

As Artists and Designers we

will: Select from and use a wider range of materials and components, to create a working electrical game.

As Musicians we will: Listen with attention to detail and recall sounds with increasing aural memory. Use and understand staff and other musical notations