



Magnificent Monarchs History

Companions

- Portraits and Poses Art and design
- Cut, Stitch and Join Design and technology
- Animal Survival Science
- Push and Pull Design and technology

Planned term

Summer

Memorable experience

Study portraits of British monarchs and practise making poses as if royalty. Take photos of one another and create your own royal portrait by superimposing your head on to a royally dressed body.

Innovate challenge

Magnificent Monarchs board game. [Portraits and Poses] - Looking at how board games are laid out and practising playing them following rules.; create own monarchs board game using facts we have learnt. [Cut, Stitch and Join] - Designing and making a bag tag for our book bags. [Animal Survival] - Let's investigate focus: Investigating animal habitats and making bug hotels. [Push and Pull] - Exploring how different mechanisms work; designing and making a moving greetings card.

Class texts

Queen Victoria's Bathing Machine – Gloria Whelan

Writing

Narrative based on 'A Mouse called Julian', Joe Todd-Stanton. Write own version with different animals and a different setting. 'First Book of the Sea' by Nicola Davies. Use inspiration from different poems to write own poem. 'Lord of the Forest'. Write our own story based on the pattern of the text.

Mathematics

Teaching for Mastery using White Rose Maths supported by NCETM PD spines and Power Maths.

Science

Animal Survival - Exploring different habitats of invertebrates and invertebrate groups and what animals need for survival. Focusing on human impact on habitats; studying the lifecycles of amphibians, birds, invertebrates, mammals and reptiles. Working scientifically – Identifying and classifying habitats and observing changes over time of insects on the school field. A trip to Stover Country Park to pond dip and explore animal habitats.

Physical education

Following the Primary PE Passport: Athletics, Dance - minibeasts, Striking and Field Game Skills, Gymnastics - spinning, turning and twisting.

Art and design

[Portraits and Poses] - Portraiture; Studying royal portraits and the reasoning behind different poses. Sketching; following instructions to sketch a face step by step. sketch King Charles's face.

Computing

Following the Teach Computing curriculum: Creating Media - Making music using Garage Band & Programming - an introduction to quizzes.

Design and technology

[Cut, Stitch and Join] - Everyday fabric products; significant designer – Cath Kidston; sewing patterns; running stitch; adding embellishments; designing and making a bag tag. [Push and Pull] - Machines and mechanisms; sliders, levers and linkages; designing and making greetings cards with moving parts.

Geography

Significant places – locating royal residences around the UK and exploring who lived there and what they were used for.

History

Historical vocabulary - using the vocabulary accurately to explore different eras and historical periods; timelines; looking at important events and putting them in chronological order; power and rule; learning about different monarchs and their impact on life then and now; historical artefacts; using artefacts to learn about life in the past; looking at the Bayeux Tapestry and what it tells us. Significant people - Looking in detail at the actions and impacts of Alfred the Great, William the Conqueror; Henry VIII, Elizabeth I, Queen Victoria and Queen Elizabeth II.

Music

Following the Charanga Musical School primary curriculum programme: All learning is focused around one song - Friendship Song.

Relationships, social and health education

SCARF: Being my Best & Growing and Changing.

Religious education

What is the 'good news' Christians believe Jesus brings? What makes some places sacred to believers?