Project Planning –
Extreme Environments

W/C 20.02.23

Music - to understand what composition is.
Computing - to understand what a video is.

W/C 27.02.23

Science – to know the different components used in electricity.
Music - to listen and appraise a piece of music.
Computing - to know the features of an effective video.

W/C 06.03.23

Science – to understand a circuit diagram.
Music - to recreate sounds of a volcano using instruments and found objects.
Computing - to know how to import and edit a video.

W/C 13.03.23

Science – to understand which materials are good conductors and insulators.
Music - to use sound ideas to produce and record a piece of music.
Computing - to be able to produce and evaluate a video.

W/C 20.03.23

Science – to know what happens when changes are made to a circuit.
Art- to explore the art of tessellation.
D&T – to explore different types of mechanical systems.

W/C 27.03.23

Art - to design and create a piece of art using tessellation.
D&T - to design and produce a ski using mechanical systems.