JOHN HELLINS PRIMARY SCHOOL

Being the best we can be

Project Planning – Who Wants to be Famous?

Edison – Summer 2

Music - To know how to make an up-tempo beat that could be used for a catwalk.

Computing - To know how to predict the behaviour of simple programs.
Computing -To know how to problem solve. (Session 1, Scratch JR)

Art - To know other artists who are part of the cubism movement. (Session 2)

Science - To know the suitability of a variety of everyday materials, for particular uses. (Session 1)

Computing - To know how to predict the behaviour of simple programs.
Computing - To know how to problem solve. (Session 2, Scratch JR)

Art - To know other artists who are part of the cubism movement. (Session 3)

Science - To know the suitability of a variety of everyday materials, for particular uses. (Session 2)

Computing - To know how to form clear and precise algorithms and instructions. (Session 1)

To know artwork can come in the form of photographs (digital art, session 1)

Science - To know the suitability of a variety of everyday materials, for particular uses. (Session 3)

RE - To understand why the world is special and what makes the Potterspury area special.

RE - To understand what the special texts are for each religion and how they are read and cared for.

Computing - To know how to form clear and precise algorithms and instructions. (Session 2)

Art - To know artwork can come in the form of photographs (digital art, session 2)

Science - To know how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. (Session 1)

Computing - To know how to use a keyboard and type independently. (Session 1)

Art - To know artwork can come in the form of photographs (digital art, session 3)

Science - To know how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. (Session 2)

Computing - To know how to use a keyboard and type independently. (Session 2)

Art - To know artwork can come in the form of photographs (digital art, session 4)

Computing - To know how to use technology safely and respectfully.

Computing - To know how to use a keyboard and type independently. (Session 3)

Art - To know artwork can come in the form of photographs (digital art, session 5)