



Project Planning –

Hodgkin Spring 2

**WC 26.02.24**

Art – To know the importance of scale and proportion in artwork  
Tue – Is our Mix-it-up-Middle  
DT – To know how to generate, develop, model and communicate designs, to know which tools and equipment to use to perform practical tasks, to know how technology is used to shape the world of design and to know how ICT can be used to inform DT

**WC 04.03.24**

Art – To know the importance of scale and proportion in artwork  
Sci – To know forces can make an object move, stop moving, change direction, shape and move faster or slower  
Comp – To know how to design and debug a program that accomplishes a specific goal. To know how simple algorithms work. To use Scratch with increasing confidence

**WC 11.03.24**

Art – To know the importance of scale and proportion in artwork  
Sci – To know water and air resistance are forms of friction  
Comp – To know how to design and debug a program that accomplishes a specific goal. To know how simple algorithms work. To use Scratch with increasing confidence

**WC 18.03.24**

Art – To know the concepts for drawing perspective  
RE – To understand what the 8-fold path and how they are translated into everyday life. To understand the story of Siddhartha and the meaning of it to Buddhists  
Sci – To know the effects of air and water resistance and friction that act between moving surfaces  
Comp – To know how to use technology safely, respectfully and responsibly

**WC 25.03.24 (Short week and trip)**

Sci – To know some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect  
Comp – To know how to design and debug a program that accomplishes a specific goal. To know how simple algorithms work. To use Scratch with increasing confidence