JOHN HELLINS PRIMARY SCHOOL

Being the best we can be

Project Planning – Castles and Monarchs

Edison – Spring 1

Tues: History - To understand how the construction of castles has changed over time.

Thurs - To know how to create and debug a simple program – use Scratch JR to create a simple program and problem solve throughout this process.

Fri: Art - To know that textiles can be naturally made or manmade.

Mon: To know how to use technology safely and respectfully (giant posters in small groups).

Tues: Science – To know how animals obtain their food from plants and other animals – food chains.

Thurs: Science – To know how animals obtain their food from plants and other animals – food chains

Fri: Art - To know that textiles can be naturally made or manmade, to create a piece of applique work (know running stitch is used to attach textiles).

Mon: To know about technology and its uses in the wider world – Explain and show why technology is important in everyday life and how people use technology from day to day.

Tues: Music – To know about stringed instruments, describe these using musical vocabulary, identify these instruments and compare their similarities and differences.

Thurs: Music – To know what medieval music was like and how it differs from today.

Fri: Art - To know that textiles can be naturally made or manmade and to create a piece of applique work (know running stitch is used to attach textiles).

Tues: History – To understand the role of the monarchy and the significant Kings and Queens of the past

Thurs: Music – To know about stringed instruments and describe these using musical vocabulary, identify these instruments and compare their similarities and differences

Fri: Art – To know the 4 art processes for 3D form (carving, modelling, casting and constructing).

Tues: RE DAY – Sikhism – To understand how the Khalsa influences the lives of Sikhs.

Thurs - History – To know events beyond living memory that are significant nationally and internationally – Battle of Hastings.

Fri: Art – To know the 4 art processes for 3D form (carving, modelling, casting and constructing).

Tues: Geography - To know geographical language (physical and human, beach, cliff, coast, sea, river, soil, valley, farm, shop, town and village).

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