



Curie Class - Project Planning –  
Extreme Environments!

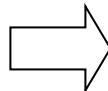
Spring 2

**W/C 23/2/26**

**Science** – To know that living things can be grouped in a variety of ways.

**Computing** – To know how to sequence and present a short film.

**Music** - To know how to use untuned percussion instruments to create effective sounds.



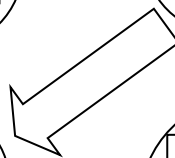
**W/C 2/3/26**

**Computing** – To know how to sequence and present a short film.

**Computing** – To know how to edit a premade film.

**Music** – To know how to describe sounds using musical vocabulary.

**Science** - To know environments can change because of humans, and that this can pose a danger to living things.

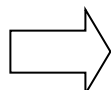


**W/C 9/3/26**

**Computing** – To know how to accomplish a specific goal and problem solve.

**DT** - To know the names of designers, inventors, engineers and chefs.

**Science** - To know environments can change naturally, and that this can pose a danger to living things.



**W/C 16/3/26**

**Computing** – To know how to accomplish a specific goal and problem solve

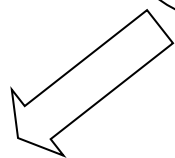
**Art** – To compare Fauvism to Cubism.

**Art** – To know how to use shading and create a cubist inspired piece.

**RE** – To understand if it possible for everyone to be happy.

To understand what Buddhists do to make the world a better place.

To understand how Buddhists lead a good life.



**W/C 23/3/26**

**ENTRALLING ENDING**

**DT** – To know how mechanical systems work to make movement.

**DT** – To know about mechanical systems and how they work.

**DT** - To know which tools are used for practical tasks; cutting, joining, shaping and finishing.

**Computing** – To know how to use technology safely.