



Project Planning –

Hodgkin Autumn 2

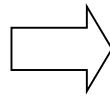
W/C 01/11 (COP26 Glasgow)

Sci – To understand what forces are

PE – To be able to create and perform a series of steps in a routine

Computing – To be able to design and review programs on a variety of software

Art – To be able to explore different techniques including clay



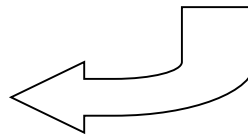
W/C 08/11 (COP26 Glasgow)

Sci – To understand how you can measure forces

PE – To be able to create and perform a series of steps in a routine

Computing – To be able to design and review programs on a variety of software

Art – To be able to explore artists and art movements from history



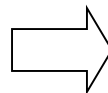
W/C 15/11 (Charge of the Light Brigade)

Sci – To understand what contact forces are

PE – To be able to create and perform a series of steps in a routine

Computing – To be able to design and review programs on a variety of software

Art – To be able to explore artists and art movements from history



W/C 22/11 (Stars – Native American Tales)

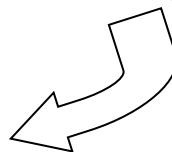
Sci – To understand what non-contact forces are

Computing – To be able to design and review programs on a variety of software

PE – To be able to play competitive games

Art – To use different art medium to master skills

RE – To understand life of a Hindu in 2021



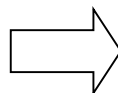
W/C 29/11 (Greek Myths)

Sci – To understand what factors affect an objects ability to float

Computing – To be able to design and review programs on a variety of software

PE – To be able to play competitive games

Art – To be able to improve mastery of art techniques – create OP Art work



W/C 06/12 (Greek Myths - dialogue)

Trip to Space Centre

Sci – To understand what impact gears and levers have on forces

Computing – To be able to design and review programs on a variety of software

PE – To be able to play competitive games

Art – To be able to improve mastery of art techniques – create OP Art work