

Wheal Busy - Spring term 2 2024



Project

We are learning about:

Blue Abyss

This term we will be going into an underwater world of incredible coral and mysterious sea creatures.

We'll investigate how plants and animals are adapted to life in the ocean. We'll learn about the weird and wonderful creatures that live deep under the surface.

We will also explore humans' relationship with the oceans, both positive and negative.

Our showcase is on Wednesday, 20th March at 2:45pm
Please join us in celebrating our learning.

We are reading...



Geography

Seas and oceans.

1. To label oceans and seas on a world map.
2. To identify key physical features in the world's oceans.
3. To investigate climate change and the role of the oceans.
4. To examine the impact of rising sea levels.
5. To identify how humans interact with the ocean.

**End Point: children can name the oceans of the world and can identify them on a world map.
Children can explain the impact humans have on the oceans of the world.**

Languages - French

Children will learn to say 10 different fruits in French. They can use J'aime..... to say which fruits they like. They begin to learn the plural for the 10 fruits they have learned.

**End Point: children can say up to 10 fruits in French, including numbers and the plural.
They can say which of the ten fruits they like.**

History

Ocean exploration

1. To investigate early ocean exploration.
2. To explore the achievements of Cornelis Drebbel and the development of the submarine.
3. To investigate the impact of HMS Challenger's expedition on the development of oceanography.
4. To compare the achievements of HMS Challenger to other explorers.

End Point: children develop an understanding of the role of individuals in the history of ocean exploration.

Science

Light

1. To identify what I already know about light.
2. To recognise that I need light to see things and that dark is the absence of light.
3. To notice that light is reflected from surfaces.
4. To recognise that light from the sun can be dangerous and that there are ways to protect my eyes.
5. To recognise that shadows are formed when a light source is blocked by an opaque object.
6. To find patterns in the way that the size of a shadow changes.

End point: end of unit assessment shows progress in children's understanding of light and shadows.



R.E.

Islam; how do festivals and worship show what matters to Muslims?

1. To identify some beliefs in Islam, expressed in Surah 1.
2. To learn about Salah, prayer five times a day.
3. To learn about the Mosque.
4. To learn about the Muslim festivals, Ramadan and Eid-UI-Fitr.
5. To make links between Muslim beliefs and worship (Ibadah.)

End Point: Children can describe Muslim beliefs and how these link to some festivals and ways that Muslims worship.

D&T

Year 3: John Dyer

1. The life and work of John Dyer.
2. Hatching and cross-hatching to create different textures.
3. Colour mixing in different proportions of paint.
4. To explore different consistencies of paint.
5. To develop painting techniques and fine brush work.
6. To evaluate landscapes.

End point: children have produced a seascape in the style of John Dyer.

YEAR 4: ART WARRIORS.

Music

Composing

1. Learn to sing 'Lean on Me'.
2. To play instrumental parts along with 'Lean on Me'.
3. To improvise along with the song.
4. To perform compositions along with the song.
5. To practise for the end of unit performance.
6. To perform your composition.

End point: children have learned to improvise and compose along to 'Lean on Me' and perform to the class.

PSHE

Rights and Respect

1. To identify people who help us stay healthy and safe.
2. To understand that humans have rights and responsibilities.
3. To understand the reason we have rules.
4. To understand how the media can influence us.
5. To understand about taxes.

End point: children are able to describe their rights and responsibilities in society.

Computing

Data logging.

1. To learn that data gathered over time can be used to answer questions.
2. To use a digital device to collect data.
3. To learn that a data logger collects data from sensors over time.
4. To use data collected to find information.
5. To identify the data needed to answer questions.
6. To use collected data to answer questions.

End Point: children will use a data logger to create a dataset.

PE

Tennis

1. To learn how to move when catching a ball.
2. To control a ball with a racket when moving.
3. To learn to hit the ball using a forehand.
4. To learn to hit the ball using a backhand.
5. To be able to hit the ball with accuracy.
6. To play a 1v1 game of tennis.

End point: children are able to play in a 1v1 game of tennis, using the strokes and ball control they have learned.