

# Wheal Busy - Spring term 1 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, 20<sup>th</sup> March at 2:45pm  
Please join us in celebrating our learning.

We are reading...



## Languages - French

Children will learn to say 10 different activities that they either can or can't do, in French.

They will learn to use 'Je peux' (I can) and will begin to learn the negative to say what they can't do.

**End Point:** children can say up to 10 activities they can do, in French.  
They can use the 1<sup>st</sup> person 'je peux....'

## 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.

## 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

### Living things and their habitats.

1. To group living things in a variety of ways.
2. To use classification keys to group, identify and name a variety of living things.
3. To recognise positive and negative changes to the local environment.
4. To recognise the danger that changing environments could have on animals.
5. To design a habitat.

**End point:** children are able to use classification keys to identify living things and know how to make their own classification keys.  
They are aware of the impact of environmental issues on marine habitats.

## R.E.

### **Christianity; what is it like for someone to follow God?**

1. To explore the Old Testament of the Bible.
2. To learn the story of Noah.
3. To compare the rules given to Noah to the ten commandments.
4. To learn how Christians want to make the world a better place.
5. To learn about Christian weddings.

**End Point:** Children can explain the significance of the story of Noah to Christians. They can describe some examples of Christian promises.

## D&T

### **T-Shirt printing**

1. To research and evaluate different T-shirt designs.
2. To create a simple print design to put onto a T-shirt.
3. To learn how to create a template for screen printing.
4. To print my design onto my T-shirt using screen printing techniques.
5. To evaluate my finished printed T-shirt.

**End point:** children have created a T-shirt design and have printed it onto a blank T-shirt.

## Music

### **Composing**

1. To play instrumental parts to a simple song.
2. To compose with the song learned last lesson.
3. To play the instrumental parts to a new song.
4. To improvise with the song.
5. To create a graphic score for their composition.

**End point:** children can play along to a song then create their own improvisation and compositions. They can perform to the class.

## PSHE

### **Keeping safe**

1. To identify situations which are dangerous, risky and hazardous.
2. To understand what is meant by a dare.
3. To learn to manage risk.
4. To understand safe online sharing.
5. To understand safety around medicines.

**End point:** children are able to identify risks to safety and suggest how to manage these.

## Computing

### **Animation.**

1. To create a flip book style animation.
2. To make a stop frame animation.
3. To create a storyboard for an animation.
4. To pay attention to consistency when creating stop frame animations.
5. To improve animations by adding other media such as music and text.

**End Point:** children will have created a stop frame animations using Ipad's linked to their learning in Science and Geography.

## PE

### **Fitness**

1. To improve my personal best at different fitness stations.
2. To improve my technique at different fitness stations.
3. To learn to support their body weight during exercises.
4. To be able to keep their balance.
5. To be able to hop on one leg.

**End point:** children have learned how to challenge themselves to improve fitness and techniques.