Wheal Busy – Autumn Term 2 2024

Blackwater Community Primary School

Project

We are learning about:
Tribal Tales

This term we're going to be learning about the Stone Age, the Bronze Age and the Iron Age, including studying prehistoric sites in Cornwall.

We will become historians by developing our chronological understanding and becoming more familiar with timelines of British history.

We will travel back in time to prehistoric Cornwall and investigate what life was like, including exploring the evidence we can still see all over Cornwall!

We will enjoy learning about daily life including hunting, food and weaving.

We are reading…

STIG OF THE DUMP
by Clive King

Geography

Tribal Tales
1. *To use maps to look at prehistoric sites in Cornwall.*
2. *To carry out fieldwork at prehistoric sites.*
3. *To learn how we can find out about the past through archaeology.*
4. *To look for patterns in the locations of prehistoric sites.*
5. *To map prehistoric sites in the wider UK.*

End Point: children to have a deeper understanding of settlement and factors that have influenced where people decide to settle.

Science

Electricity
1. *To reflect on what I already know about electricity.*
2. *To name appliances that run on electricity.*
3. *To connect a simple electrical circuit.*
4. *To identify whether or not a lamp will light.*
5. *To recognise that a switch opens and closes a circuit.*
6. *To recognise insulators and conductors.*

End point: children can describe how devices are powered by electricity. They can set up electrical circuits to answer scientific questions.

Languages – French
1. *To name and recognise 5 musical instruments in French.*
2. *To learn another 5 instruments in French.*
3. *To add the article 'the' to instruments.*
4. *To use 'Je joue' too say which instrument they play.*

End Point: children to recognise, name and spell up to ten musical instruments in French.

Outdoor learning
1. *To learn to be safe around fires.*
2. *To learn how to safely extinguish a fire.*
3. *To be able to use flint and steel to start a fire.*
4. *To be able to safely use secateurs.*
5. *To select tools for different purposes.*

End Point: Children are able to safely and effectively light and extinguish a fire. They can select effective tools and materials.
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R.E.

What do Hindus believe?

1. To learn about the story of Svetaketu and the aum symbol.
2. To name some Hindu deities and understand their significance.
3. To understand Hindu beliefs about life, death and rebirth.
4. To learn about Hindu worship/puja.
5. To learn the story of Rama and Sita and about Diwali.

End Point: Children understand Hindu beliefs and how Hindus worship.

D&T

Textiles

1. To learn about the role of a textile designer and the work of William Morris.
2. To research patchwork blankets.
3. To learn basic stitches to join fabrics.
4. To design a blanket for Stig of the Dump.
5. To use skills learned and suitable materials to make a blanket.
6. To evaluate blankets and make improvements.

End point: children have designed and made a blanket for Stig, using suitable stitches to join fabrics.

Music

Glockenspiels

1. To play D, E and F on a glockenspiel while keeping the pulse.
2. To identify pitch.
3. To read notation to play the notes C, D, E, and G.
4. To play along, keeping the rhythm.
5. To play more complex rhythm patterns.
6. To create and play a composition on the glockenspiel.

End point: children perform their compositions, evaluating and improving.

PSHE

What keeps us safe?

1. To be able to recognise hazards.
2. To know how to keep safe.
3. To recognise how to keep their body safe.
4. To know how to respond to pressure to do something that is unsafe.
5. To learn about everyday health and hygiene.
6. To know how to react and respond if there is an accident.

End point: children know and demonstrate how to keep themselves safe.

Computing

Sequencing sound

1. To learn how to use Scratch for programming.
2. To create movement for a 'sprite' on Scratch.
3. To learn how to sequence blocks of code.
4. To create sequences from given designs.
5. To combine motion and sound in a sequence.
6. To create a musical instrument in Scratch.

End Point: children combine and sequence motion and sound to represent a musical instrument.

PE

Tag Rugby

1. To be able to tag another player.
2. To move with a ball with control.
3. To pass backwards or sideways when playing rugby.
4. To be able to pass the ball while moving.
5. To be able to score a try.
6. To play in a game of tag rugby and follow the rules.

End point: children to play and embrace the rules of tag rugby, inspiring others with their fair play, being gracious in victory and defeat.