



As **writers** we will be writing non-chronological reports, persuasive writing and discussion texts. We will focus on paragraphing, conjunctions and fronted adverbials.

As **mathematicians** we will focus on calculation strategies, properties of shape, fractions and measurement of length.

As **scientists** we will be finishing our work on forces. We will then be looking at types of rock, and how fossils are created.

As **artists** we will focus on painting, paying particular attention to water and reflections.

As **linguists** we will focus on day-to-day information and classroom language, and start developing short dialogues.

In **RE** we will be looking at Buddhism, including beliefs and features of the religion, and how it inspires followers.

In **PE** we will begin swimming lessons this half-term, along with practicing our skills with net and wall games.

In **ICT** we will be using stop-cam animation to create video productions, and continuing practicing our typing skills.

As **historians** we will look at the story of the Titanic, and how the disaster inspired safety advances at sea.

As **geographers** we will be focusing on the aquatic biome, habitats within the biome, and the water cycle.

IN THE NEWS

THE ARTS

COMMUNICATION

PAPERLESS MATHS

Plenty of current news about plastic in the ocean and the effects of global warming and climate change. Plenty of debate too about fishing rights and the fishing of endangered species. Also historical news – how was the sinking of the Titanic reported?

How can we use paints and other materials to create water / aquatic effects? So much to think about here including reflections, texture and colours. Also, how could we use music to create an aquatic sound? How might we vary that sound as different creatures emerge?

What methods of communication might be used in the ocean? Is there anything we can learn from the way sea creatures communicate? Also, lots of work on communicating with each other in an empathetic and responsible way during PSHE.

Plenty of opportunity for maths in our topic.
 Can we work out how many frames we need for our stop-cam animations?
 Can we use our knowledge of grid reference and measurement of distance to map and compare the sizes of aquatic regions?
 Can we work out the age of a fossil?



