



As **writers** we are looking at debates at persuasive writing; the language of debate and how to use grammar and punctuation for effect.

As **mathematicians** we continue to develop our speed and confidence when working with number. We will explore problem solving with fractions, decimals and percentages and use known number facts to investigate patterns.

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 locations and directions, celebrations and food in French.

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

In **PE** we will be preparing gymnastic routines, 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.

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?



