

# Stargazers

## Term 3

### Computing—we will learn how to:

- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

### MFL—we will:

- Say what the weather is like, naming garden creatures, talking about garden activities, talking about recycling.

### Mathematics:

- Year 5—fractions, area and perimeter
- Year 6— revisiting and revising key concepts
- Using accurate and efficient methods (mental and written)

### History—we will:

- Study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066. (The Space Race/History of Astronomy)

### Music:

- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers, and musicians develop an understanding of the history of music.
- (Holst—The Planet Suite and John Williams' Star Wars)

### Geography—we will:

- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
- Focus on light pollution, and where is the best place to view the stars?

### Science—we will learn to:

- To describe the movement of the Earth, and other planets, relative to the Sun in the solar system
- To describe the movement of the Moon relative to the Earth
- To describe the Sun, Earth and Moon as approximately spherical bodies
- To use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky

### P.E. we will:

- use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate

### Recommended reads—check out the library

- A Monster Calls by Patrick Ness
- Zathura— Chris Van Allsburg

### Art and Design/ DT:

- Use research and develop design criteria to inform the design of innovative, functional and appealing products, that are fit for purpose, aimed at particular individuals or groups.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.