

# Term 3: Scream Machine

**Text:** Clockwork By Philip Pullman

## **In Geography, children will:**

Revisit and consolidate world geographical knowledge, naming and describing continents, countries studied so far.

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

## **In Art and Design, children will:**

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.

Cubism - The Still Life Drawing in a Cubist Style using Carbon Paper resource to develop ideas about still life, and use of ink techniques.

## **In Music, children will:**

Listen with attention to detail and recall sounds with increasing aural memory  
Monsters in music! - Explore and replicate iconic 'monster' theme tunes (e.g. Jaws)

## **In MFL, children will learn:**

French—Family: Salut! scheme of learning.

## **In Science, children will:**

-Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function  
-Describe the ways in which nutrients and water are transported within animals, including humans.

## **In History, children will:**

- Conduct a local history study
- Learn about Thomas Becket and the history of Canterbury

## **In P.E., children will be enjoying:**

Handball—team games, ball skills, working collaboratively.

## **In Design and Technology, children will:**

Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

## **In computing, children will:**

-Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.  
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

## **S.R.E.**

Dreams and Goals