

Enterprise

Key Vocabulary:

business
profit
break-even
loss
enterprise
voltage
circuit
components
cell
switch

Home learning ideas:

- Investigate successful entrepreneurs.
- Create your own spreadsheet using an appropriate programme.
- Using resources available, create your own collage.

Maths:

Number

- Solve number and practical problems
- Multiply and divide numbers up to 4 digits by a two-digit whole number using formal written methods
- Identify common factors, common multiples and prime numbers
- Solve problems involving addition, subtraction, multiplication and division

Fractions, Decimals and Percentages

- Add and subtract fractions with different denominators and mixed numbers
- Multiply and divide proper fractions
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts

Measurement

- Solve problems involving the calculation and conversion of units of measure
- Calculate the area and perimeter of shapes
- Calculate the volume of cubes

Geometry

- Describe positions on the full coordinate grid
- Draw and translate simple shapes
- Compare and classify geometric shapes

Statistics

- Calculate and interpret the mean

Science:

Living Things and their Habitats

- To understand that adaption of plants and animals to suit their environment may lead to evolution.
- To find out about how the work of scientists has helped developed our understanding of the process of evolution.
- To recognise that living things have changed over time and that a number of factors can affect a species' evolution.
- To understand how humans have evolved over time, and how human behaviour can affect change in species over time.

Key questions for this area of learning:

- What is a business?
- How does a business make money?
- What is a profit?
- What does it mean to break-even?

English:

Narrative: write a 'tale of fear':

Text used: Red (inspired by Little Red Riding Hood).

Video used: Chaperon Rouge (Literacy Shed)

Narrative Poetry

Video used: Tale of Three Brothers

Rainbow Grammar and SPaG:

Clauses, sentences, adverbs, active and passive, apostrophes, determiners, prepositions, conjunctions, spelling rules

Visits, visitors or key events:

- DAaRT Graduation
- SATs week: 12th-15th May



Art and Design:

Batik

- To consolidate the batik process using batik medium and Dylon dyes.
- To make links to the printing process of applying light colours first, then drying, applying more resist then re-dipping/dyeing.
- To experiment with melted wax on paper, scrunching and dip dyeing.
- To consider making a useable item out of dyed fabric, using sketchbook plans.
- To learn about the permeancy of dye and discuss how to fix colours with salt.

Design and Technology:

Electrical Buzz Wire Game

- Handle a collection of battery-powered electrical products.
- Generate innovative ideas by carrying out research using surveys. Interviews, questionnaires and web-based resources.
- Develop and communicate ideas through discussion, annotated drawings, exploded drawings and drawings from different views.
- Produce detailed lists of tools, equipment and materials and source own if required.
- Select from and use a range of tools and equipment to make products that are accurately assembled and well finished.
- Formulate step-by-step plans.
- Work within the constraints of time, resources and cost.
- Compare the final product to the original design specification.
- Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.
- Consider the views of others to improve their work.
- Investigate famous manufacturing and engineering companies relevant to the project.

RSHE:

Enterprise

- To know about enterprise and the skills that make someone 'enterprising'.
- To engage in an enterprise project.
- To be personally motivated, focused and optimistic.

Mental Health

- To know the types of mental health.
- To know where to go for support.
- To know how to self-regulate mental health.
- To know it is common for people to experience mental ill health and that it can be resolved with support.



Computing:

3D Modelling

- To recognise that you can work in three dimensions on a computer.
- To identify that digital 3D objects can be modified.
- To recognise that objects can be combined in a 3D model.
- To create a 3D model for a given purpose.
- To plan my own 3D model.
- To create my own digital 3D model.

French:

A l'école (a school)

- To understand the vocabulary for school subjects.
- To introduce an opinion, forming a short phrase.
- To revise numbers 1-12.
- To tell the time (by the hour).
- To say what time a particular subject is.
- To prepare a presentation, including school subjects, opinions and time.

PE:

Cricket

Athletics

Religious Education:

Religion, family and community

- To investigate what belonging means and what community is.
- To use local and national census statistics to develop an accurate understanding of the religious locality and Britain.
- To develop imaginative and creative ways of expressing our own commitments.