




T1 – What is it like to live there?	T2 – What makes a perfect home?	T3 – What will my great achievement be?
Immersion: Visit to Bridlington, Local visit Outcome: Promotional leaflet or poster	Immersion: Yorkshire Wildlife park or Moorlands Discovery Centre Outcome: Sculpture exhibition	Immersion: Kelham island museum Outcome: 'BookNic'
Key concepts: An understanding of the physical and human features of urban and coastal localities comparing Sheffield with Bridlington. An understanding of similarities and differences between localities in a non-European country, Kenya. An understanding of a map as a 2D aerial representation of the 3D landscape with symbols and keys.	Key concepts: An understanding of the way that living things are suited to their environment.	Key concepts: An appreciation of the impact of the ideas and innovations of significant individuals in history.
		
Maths – Place value, Add/Sub, Money, Mul/Div Science- Animals inc. humans	Maths – Mul/Div, Stats, Shapes, Fractions Science- Plants, Living things and habitats	Maths – Time, length, position

<p>Geography – Comparing Shiregreen with a coastal locality, Global          DT – Food - selecting and using tools          Art – Paint – mixing tones - impressionism          Computing - Algorithms, Sound and images          RE - Eid, Christmas gifts          PE - Hockey, Gymnastics – Floor.          Music – Let's play in a band.          PSHE - Strengths and set challenging goals.          Construct and follow rules to stay emotionally and physically safe. Protecting our bodies.</p>	<p>Art – Animal form Sculpture          Computing - Branching databases          RE - The bible, Easter          PE - Tag Rugby, Gymnastics – Apparatus.          Music - Playground games.          PSHE - Healthy lifestyles. Ways we are unique.          Family networks.</p>	<p>Science- Uses of Everyday Materials          History – Significant individuals-19<sup>th</sup>/20<sup>th</sup>C          DT – Mechanisms - Wheel and axle          Art – Portraiture -Digital          Computing - Algorithms, digital music          RE - Moses, Prayer          PE - Dance, Tennis.          Music - Tuned percussion.          PSHE - Bullying. Keeping safe. Sharing their views.</p>
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