

What happens to our plastic?



Core Text: *Somebody Swallowed Stanley*

Project Outcome: Create a campaign for improving recycling at Raysfield

English: Retelling story & information poster

Maths: Place value. Addition and subtraction

Science: Identify and compare the uses of everyday materials.

Geography: Name and locate the world's continents and oceans. Understand the impact plastic pollution can have on animals (terrestrial and marine).

History: Understand differences in the materials used for packaging over the past hundred years.

Computing: Use photography to create a recycling poster for the school.

PSHE: Being me in my world.

PE: Team games / gym: balance & co-ordination.

RE: Reflect on the question, 'how should we care for others and the world, and why does it matter?'

How did London change after the Great Fire of 1666?



Core Text: *Vlad and the Great Fire of London*

Project Outcome: Learn how to make bread!

English: Diary entry

Maths: Addition and subtraction.

History: Learn about the Great Fire of London and understand how houses and buildings changed after the fire.

Geography: Explore the school's surroundings and draw simple maps.

DT: Make bread and explore from seed to loaf.

ART: Explore the artist Leon Kossoff.

PSHE: Celebrating Differences

PE: Sending & Receiving / Dance

Music: Pulse, Rhythm and Pitch

How has engineering made the world a more connected place?



Core Text: *Rosie Revere Engineer*

Trip to SS Great Britain

Project Outcome: Use engineering skills to create a new mode of transport.

English: Instructions and inventions!

Maths: Multiplication & division.

History: Learn about Isambard Kingdom Brunel and how transportation has changed over time. Learn about Bristol as a trading city.

DT: Design and make a new mode of transport which uses axels and wheels. Draw their design accurately using observations and accurate pencil hold.

Geography: Name and locate Bristol.

Computing: Programme a sequence of movements using BeeBots.

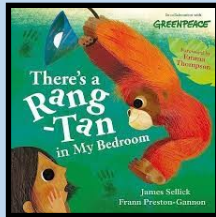
RE: Explore the question, 'Who is Jewish and what do they believe?'

PSHE: Dreams & Goals

PE: Fitness / Invasion games.

Music: Inventing a Musical Story

Can animals live anywhere in the world?



Core Texts: *There's a rang-tan in my bedroom*

Project Outcome: Create an information poster about animals and habitats

English: Adventure narrative

Maths: Fractions

Science: Explore simple food chains and life cycles and needs of animals. Explore different habitats—including hot and cold habitats—and which animals live in them.

Geography: Learn about the equator and hot and cold areas

Computing: Pictograms

Art: Henry Rousseau (drawing)

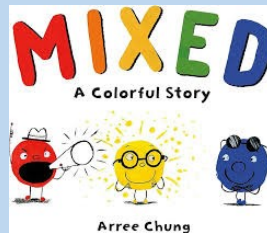
PSHE: Healthy Me & The Eatwell plate

PE: Yoga / Tag rugby (ball skills)

RE: Explore the question, 'How do we celebrate special and sacred times?'

Music: Recognising Different Sounds

The Best of Bristol.



Core Text: *Mixed*

Project Outcome: Produce a piece of artwork for the Chipping Sodbury festival

English: Mixed 'problem' story

Maths: 2D and 3D shapes.

Art: Using the theme from the Chipping Sodbury festival, children produce a piece of artwork in the style of a chosen artist

Science: Plant seeds and observe how they change over time.

Learn about exercise, diet and hygiene.

Geography: Name and locate Bristol, Chipping Sodbury and Yate.

Computing: Create music using Google Music Lab

PSHE: Relationships

PE: Athletics & Net and Ball

Music: Exploring Improvisation

All about Brazil, culture and carnivals!



Core Text: *Steve Goes to Carnival*

Project Outcome: Create a carnival style mask

English: Adventure Narrative & letter (including postcards)

Maths: Measure (mass & capacity/ geometry: position & direction)

Geography: Compare similarities and differences between Bristol and Rio De Janeiro. Learn about carnival celebrations in Rio and Chipping Sodbury Festival

Art: Create a paint 3D mask which would be suitable for a carnival

Computing: Programming quizzes

PSHE: Changing me

PE: Target games / striking and fielding

Music: Our Big Concert