

What was life like in Prehistoric Britain?



Core Text: *Stone Age Boy* / *How to Wash a Woolly Mammoth*

Project Outcome: Create a class information book about Prehistoric Britain

English: Historical fiction story & instructions

Maths: Place value

History: Explore Stone Age Britain including how people traded before currency; Stone Age tools; and why Stone Age people began to settle in one place.

Art: Use art skills to accurately draw Stone-henge

RE: Explore the question. 'What do different people believe about God?' (Hindu focus)

PSHE: Being me in my World

PE: Hockey and Gymnastics

Computing: Explore how computer systems work

Science: Explore what a nutritionally balanced diet looks like. Investigate the human skeleton and understand the purpose of muscles.

How does Storytelling bring people together?



Core Text: *Leon and the Place Between*

Project Outcome: Design and make a shadow puppet show about the story of Rama and Sita

English: Magic portal story & information text

Maths: Addition, subtraction, multiplication & division

DT: Design and make shadow puppets with moving levers

Science: Explore how shadows are created and use this knowledge to create a shadow puppet show

RE: Explore the question, 'Why are festivals important to religious communities?'

PSHE: Celebrating Differences

PE: Basketball & Dance

Computing: Sequencing sounds

Music: Writing Music Down

What's beneath our feet?



Core Text: *Journey to the Centre of the Earth*

English: Journey Tale & non-chronological report

Maths: Multiplication & division, money, fractions

Geography: Explore how mountains and volcanoes are formed. Compare life in Catania, Italy to life in Bristol, UK

Science: Explore how rocks and fossils are formed

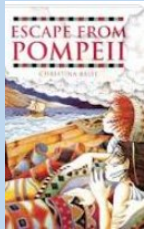
Computing: Explore how to use a branching database

PSHE: Dreams & Goals

PE: Handball and Tennis

Music: Compose using your imagination

What did the Romans do for us?



Core Text: *Escape from Pompeii*

Project Outcome: Create and perform Roman songs and poetry

English: Traditional warning tale & persuasive writing

Maths: Fractions and statistics

History: Understand the Roman invasion and explore how Britain changed due to innovations from the Roman Empire

Computing: Desktop Publishing

PSHE: Healthy Me

PE: Bat Skills and Tag Rugby

Art: Use clay to make a Roman oil lamp

Music: More Musical Styles



Chipping Sodbury Festival

Core Text: *The Iron Man*

Project Outcome: Create a piece of art for the Chipping Sodbury festival

English: Animation story & non-chronological report

Maths: Measure

Art: Create a piece of art based upon the theme of the Chipping Sodbury festival

Science: Explore how forces and magnets work

RE: Explore the question, 'What does it mean to be a Christian in Britain today?'

Computing: Events and actions in programs

PSHE: Relationships

PE: Athletics & fundamentals

Music: Enjoying Improvisation

How can we improve our local eco-system?



Core Text: *The Boy who Grew Dragons*

Project Outcome: Create an animation showing the importance of bees

English: Diary entry and explanation text

Maths: Consolidation of maths

Geography: Complete fieldwork to compare Raysfield School environment to Lilliput Park. Understand the impact human activity has upon bees.

Science: Identify the different functions of plants including pollination & seed dispersal

Computing: Create a stop-start animation using iMovie

PSHE: Changing me

PE: Yoga and Cricket

Music: Opening Night