

## PSHE

Going for goals!  
Developing resilience  
Setting targets to achieve goals  
Recognising barriers to achieving goals  
Developing assertiveness in friendship role-play

## RELIGION

Revelation -looking at how god reveals himself-studying the meaning behind the bible story of Anna and Simeon  
Liturgy  
Daily meditation and prayer

## Geography

Develop understanding of map symbols and use them in a smugglers route.

Locate on local ordnance survey map a real event from Dorset smuggling history-trace possible smugglers route.

Develop understanding of ordnance survey grid coordinates and use them to locate place on a map

## P.E

Mr Kent Playing team games using multi skills  
Gymnastics -developing balances and jumps in sequences  
Dance sequences to water themes and water poetry  
-Miss Dowling and Mr Kent

## Art and design

Black and white drawings of smugglers  
Finish a smugglers painting  
Making a clay model of a smuggler  
Investigating secondary and primary colours in a smuggling design  
Looking at Georgian design in the immediate environment

## Topic Smugglers

First half term

Date January

2017

## History

Using historical sources to enquire about the past  
Interpreting the past and contrasting and comparing accounts through historical sources  
Developing chronological awareness by sequencing events in history

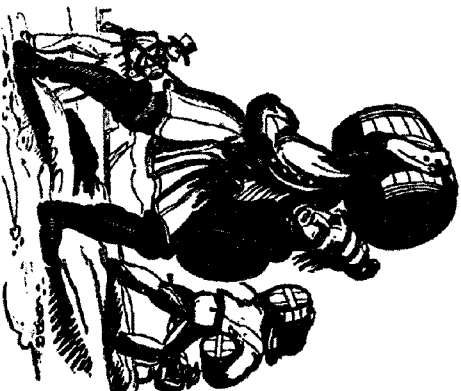
## LANGUAGE & LITERACY

Speech punctuation in smugglers scenes-comparing Dorset dialect with standard English  
Drama day with theatre in action visitor to explore the life of Isaac Gulliver

Smuggler in role diary entry  
Relative of Isaac Gulliver letter in role

Spelling dictations and discrete lessons no nonsense spellings

Guided reading



## Maths

Fraction equivalence, comparing and ordering fractions.  
Adding and subtracting fractions.  
Word problems involving fractions.  
Reasoning with fractions.  
Roman numerals.  
Revising calculation strategies.  
Area and perimeter  
Cross curricular maths designing a Georgian door using area and perimeter knowledge

## Science

To investigate high and low pitch  
To investigate how different materials can change sound  
Investigate the morse code and design a smugglers sound message