

English
Non- Fiction

Report-
Non-chronological report about the birds of the Galapagos Islands

Diary-
From aboard the HMS Beagle

Fiction
Narrative/Prose-
Adventure stories

Poetry-
Creating sound poems using onomatopoeia

History

- To learn about the life of Charles Darwin, his voyage on the HMS Beagle and his contribution to Scientific enquiry.

Super Starter: Large chalk outlines on playground marking out the actual size of animals including the blue whale and giant tortoise. Children are to investigate the size and shape of the animals to identify them.

Oceans and Explorers

Fantastic Finish: The children will sail the boats they have designed and made in a class regatta event.

Mathematics

- Using different units of measurement to compare and contrast.
- Reading and interpreting scales and measures with accuracy.
- Describing position, direction and movement using mathematical vocabulary.

Geography

- To understand geographical similarities and differences between the UK and the Galapagos Islands.
- To use geographical vocabulary for physical features
- To use compass directions, locational and directional language to describe the location of features and routes on a map.
- To identify the location of hot and cold areas of the world in relation to the Equator and North and South Poles.

RE

- Celebrations including the Christian celebration of Easter and the Hindu festival Holi.
- Significant religious stories.

Science

Animals, including humans

- To identify and name a variety of animals, classifying these according to their phylum, class and diet.

Living things and their habitats

- To identify that most living things live in habitats to which they are suited.
- To describe how animals obtain their food from plants and other animals.
- To identify and name a variety of plants and animals, including those described by Darwin.

Art and DT (including cooking)

- To generate and develop ideas using prototypes.
- To build structures which can be made stronger, stiffer and more stable.
- To explore and use mechanisms in design products including wheels, fans propellers and sails
- To select from and use a wide range of tools and equipment.
- Making observational sketches of animals.
- Cooking and dining at sea.

Music

- To experiment with, create, select and combine sounds using the interrelated dimensions of music.
- Creating a class composition.

Computing

- Creating and debugging simple programs using Scratch and related coding software.
- Giving clear instructions to a floor robot.
- Simple algorithms.
- Flowcharts for classifying animals (KPCOFGS)

Extra: Class assembly, museum visit.
Nocturnal animals, their adaptations and habitats as additional Science unit.