

Experience

World Book Day
Big Plastic Count

Audience / Purpose / Product:

Litter picking in our local area

English:

Theme:

We will be linking English with our topic on environmental changes, in particular, oceans and plastic pollution. We will be using the text, 'Flotsam', by David Weisner.

Writing Outcomes:

- Narrative writing based on Flotsam

Key focuses:

- In narratives, describe settings, characters and atmosphere and integrate dialogue to convey character and advance the action
- Use a wide range of devices to build cohesion within and across paragraphs
- Use passive verbs to affect the presentation of information in a sentence
- Use the perfect form of verbs to mark relationships of time and cause
- Use expanded noun phrases to convey complicated information concisely
- Use brackets, dashes or commas to indicate parenthesis
- Use semi-colons, colons or dashes to mark boundaries between independent clauses

Vocabulary:

| | |
|---------------|----------|
| ocean | marine |
| biome | economy |
| pollution | industry |
| biodegradable | |
| microbeads | |
| durable | |

Music:

We will learn to sing the song Plastic and research the issue of plastic pollution. We will then write our own songs including rhyming couplets, verse, chorus and bridge. We will rehearse and perform our songs to an audience.

Science:

Living things and their habitats

Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals. Give reasons for classifying plants and animals.

Computing and Technology:

Text adventures

To find out what a text adventure is. Use 2Connect to plan a story adventure. Make a story-based adventure using 2Create a Story. Read and understand given code for a text adventure game. Debug and improve a text adventure game.

What's happening to our planet?



School Value Compassion

Geography:

Seas and Oceans and plastic pollution

- Name and locate the UK's surrounding seas and major marine features and landmarks
- Identify and describe the features of marine habitats and microhabitats
- Investigate the main uses of the sea, before analysing data demonstrating the worth of the major marine industries to the UK economy
- Know the names and locations of the world's oceans and recognise some of the major marine features
- Know about the impact of litter on marine life

Art and Design & Technology:

Sculpture

We will look at the work of the artist David Edgar who creates sculptures from plastic. We will then investigate methods for cutting and sticking plastic. We will plan and make our own plastic sculptures.

Maths:

Percentages

- Explain what percent means
- Represent a percentage in different ways
- Explain how to convert percentages to decimals and fractions
- Use their knowledge of fraction-decimal-percentage conversions to solve conversion problems in a range of contexts
- Use their knowledge of calculating 50%, 10% and 1% of a number to solve problems in a range of contexts
- Use their knowledge of calculating percentages of a number to solve problems in a range of contexts
- Explain how to solve problems where the percentage part and the size of the part is known and the whole is unknown
- Explain how to solve problems where the known percentage part and the size of the part changes the whole

Statistics

- Interpret and construct pie charts and line graphs and use these to solve problems
- Calculate and interpret the mean as an average

Ratio and proportion

- Describe the relationship between two factors (in a ratio context)
- Explain how to use multiplication and division to calculate unknown values
- Explain how and why scaling is used to make and interpret maps
- Use their knowledge of multiplication and division to solve scaling problems in a range of contexts
- Identify and describe the relationship between two shapes using scale factors and ratios

Religious Education:

What do Christians believe about Salvation. Easter.

RSHE:

Rights and respect.

Areas covered will include drugs, media influence, self-esteem, economic education including money, saving, independence, aspirations, British values, rules and laws and democracy.

Physical Education:

Real PE and Real Dance—Creative