

# Our Wonderful World

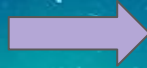




# Part one: Polar Regions

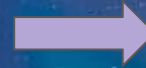
## Week 1 - Identifying animals

Animal hunt  
Drawing/making polar animals  
Acting/dancing like different animals  
Freezing animals in ice  
Creating polar scene in small world  
Sorting animals - who lives where?



## Week 2

Animal textures - how they survive/keep warm  
Waterproof materials - feathers  
Blubber - walrus'  
Technology - researching how the polar animals keep warm



## Week 3

Animal homes - where do they live? Land/sea/both?

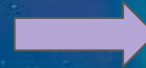
## Week 4

Who else lives in the polar land other than animals?  
Technology - how would we communicate with the Inuits? Could we write them a letter? Could we email?  
Three little pigs- what would the Inuits homes be made of?



## Week 5

Effects of pollution/recycling. How can we make it better?  
Melting and freezing - what happens to the Polar regions?



## Week 6

Seasonal changes  
Spring - the ice melting

KEY FESTIVALS: Chinese New Year  
The Easter Story  
Pancake Day





# Could you survive in Polar lands?

Weeks  
7+8

## What animals and plants live in the Antarctic?

Identify plants and animals in different habitats.  
Grouping animals: move/live/with or without legs

Find out about and create our own ice sculptures looking at work by the artist Andy Goldsworthy.

Weeks  
9+10

## Could all animals live in the Polar lands?

Living things have habitats and they adapt to different habitats.

Needs of Animals.

How do animals get food from plants and other animals.

Investigate food chains.

Week  
11

## What would happen if the ice melted?

Environmental changes and how they affect plants and animals.

How we adapt with temperatures.

Seasonal weather patterns.

## Where is the Arctic and Antarctica?

Find out about Captain Scott and his expedition to the Antarctic.

Locate hot and cold areas of the world in relation to the Equator, North and South poles.

Use atlases and the globe to locate the 7 continents of the world.

Using ICT safely to research Captain Scott.

Identify natural and man made forms.

## Our wonderful world-where are we?

What different types of buildings are there where we live? (recap of our local area)

How have our houses/homes changed over time?

Focus: Buildings

Artist: Brendan Jamison Sugar cube artist

Traditional tale with a twist: Goldilocks and the snow bears.

## How would you survive in Polar lands?

Who lives in the Antarctic?

Who are the Inuits?

Compare homes and how they survive.

How have homes changed over time.

Design and build an Inuit school.

Create a fact sheet about the polar lands using ICT.

Focus: Buildings

Artist: Brendan Jamison Sugar cube artist

How do Inuits survive? Looking at healthy lifestyles as well as creating a meal for an Inuit.

Weeks  
1 + 2 +  
3

Weeks  
12+13



## Week 1

Maths - Multiplication and Division

History - Who were the Victorians?

What was life as a Victorian Child and School like?

Science - Rocks

D&T - What are the jobs of slider and levers.

## Week 2 - 4

Maths - Multiplication and Division

D&T - Plan and design a snapshot picture of Victorian life using a range of materials.

History - The changing power of monarchs and focusing on Queen Victoria.

English - Non Chronological Report

Geography - Name and locate counties and cities in the UK.

Science - Compare and group together different kinds of rocks on the basis of simple physical properties.

Describe how fossils are formed when things that have lived are trapped within rock

Art - Identifying different sculptures in the UK created Victorian era

RE - Judaism and their beliefs.

PSHCE - What makes a community and the shared responsibilities of living in the wider world?

Computing - use technology safely, respectfully and responsibly

## Week 5 & 6

Maths

Year 3 - Money

Year 4 - Area/Perimeter & Length.

Science - How fossils are formed when things that have lived are trapped within rock.

Recognise that soils are made from rocks and organic matter.

History - The lives of the children and the workhouses.

Geography - Studying different regions of the UK.

Art - Recreate a sculpture using drawing and painting.

RE - Judaism and their beliefs.

D&T - To make and evaluate their initial idea of a slider/levers on a snapshot of Victorian life.

PSHCE - How is data shared and used?

Computing - Recognise acceptable and unacceptable behaviour

English - Newspaper Report

# Our Wonderful World

## Week 7-9

Maths - Statistics (3)

Fractions (4)

Science - How are living things grouped?

Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.

History - Life of a Victorian. How did the children keep themselves entertained?

Geography - Identifying human and physical characteristics and the differences/similarities between.

Art - To plan on creating their sculpture by using a range of different materials.

RE - Understanding the importance of Pilgrimages to Religions. Inspirational People & People of Faith.

D&T - Cutting, joining and implementing how we will create sliders/levers.

PSHCE - Money & Work - Making decisions about money and understanding the importance of keeping money safe.

English - Film Narrative

Computing - What the internet provides us with

## Week 10-13

History - How were the hospitals different in the Victorian times?

Maths - Length and Perimeter (3)

Decimals (4)

Science - Recognise that environments can change and that this can sometimes pose dangers to living things.

Geography - key topographical features and land of the UK.

Art - To choose another sculpture to focus on and create a final drawing by using the mastery skills that they have learnt about during the topic.

RE - People of Faith & Inspirational People//Good Friday

English - Riddles

Computing - Understanding the internet





# Our Wonderful World

Weeks  
4- 6

**Maths** - Fractions

**Science** - Physical sorting of different animal groups Observe and compare the life cycles of plants and animals in local environments with other plants around the world. Research and compare how different animals reproduce and grow. Grow new plants from seeds, vegetable tops and cuttings.

**History** - Royalty - Timeline of kings. Study of the Regency and link to Jane Austen. Edward Jenner and the discovery of the smallpox vaccination. Steam Powered boats invented by William Symington.

**Geography** - identify cities based on coordinates. Compare coordinates with grid references using an atlas index.

**ICT** - Solve problems by breaking them into smaller parts.

**D&T** - Bridge building - Design, a bridge, linking to Geography and famous bridges around the world.

**Art** - Complete a study of the sculptors' Brancusi and Richard Sweeney.

**RE** - How can religious and spiritual ideas be expressed in different ways?

**Maths** - Fractions

**Science** - Through direct observations classify animals. Research unfamiliar animals and plants from a broad range of habitats and decide where they belong in the classification system. Research Carl Linnaeus who invented the classification system. gs.

**History** - Art and Literature (Shelley, Austen and Romantic poets). Georgian Society and the importance of spa towns

**Geography** - investigate coordinates of longitude and latitude and use Google Maps to check the coordinates.

**ICT** - program own stories, games and animations

**D&T** - Bridge building - Make, a bridge, linking to Geography and famous bridges around the world.

**Art** - Create model Wildlife birds (link to Science) using newspaper modelling.

**RE** - What is expected of a person in following a religion or belief

Weeks  
7-10

**Maths** - Percentages and decimals

**Science** - Classify microorganisms and investigate fungi by finding out how to prevent mould growing on different types of bread. Research microorganisms and recreate using art.

**History** - Politics - Napoleon and the Battle of Waterloo

**Geography** - Investigate why we have day and night, comparing including change of clock times, comparing UK with other countries.

**ICT** - program own stories, games and animations

**D&T** - Bridge building - Evaluate, a bridge, linking to Geography and famous bridges around the world.

**Art** - Create textured clay tiles.

**RE** - How do religious families and communities practise their faith?

What contributions does this make to local life in North Yorkshire?

Weeks  
1 - 3

**Maths** - Statistics, Perimeter and Area  
Assessment and consolidation of learning.

Weeks  
11-13