ENTRY POINT: Teachers to present a speech dressed as a famous person, speaking about their life and work.

EXIT POINT: Children present their speech dressed as a famous person, a vote is carried out to decide on the most significant historical character to the children.

ART -
Learning Objectives:

- To learn about great artists, architects and designers in history including Vincent Van Gogh.
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

MUSIC - Singing Games
Learning Objectives:

- Pupils should be taught to sing and play musically with increasing confidence and control.
- Pupils should learn to sing and to use their voices, to create and compose music on their own and with others.

HISTORY

To study over time how several aspects of national history are reflected in the locality

- To study the life and works of Viking people.

To study the Viking and Anglo-Saxon struggle for the Kingdom of England until the time of Edward the Confessor, including:

- Viking raids and invasions.

Cycle A - Summer: They Made A Difference (Objectives)

GEOGRAPHY -

Learning Objectives: N/A

SCIENCE -

Learning Objectives:

FORCES and MAGNETS - link to Hans Christian Oersted (electromagnets)

- Compare how things move on different surfaces
- Notice that some forces need contact between two objects, but magnetic forces can act at a distance
- Observe how magnets attract or repel each other and attract some materials and not others
- Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials
- Describe magnets as having two poles
- Predict whether two magnets will attract or repel each other, depending on which poles are facing.

SOUND WITH LINKS MADE TO EDISON

- Identify how sounds are made, associating some of them with something vibrating
- Recognise that vibrations from sounds travel through a medium to the ear
- Find patterns between the pitch of a sound and features of the object that produced it
- Find patterns between the volume of a sound and the strength of the vibrations that produced it
- Recognise that sounds get fainter as the distance from the sound source increases.

DT - Famous Inventors

Learning Objectives:

- To learn about great artists, architects and designers in history including a range of inventors—Thomas Edison, Graham Bell, Isambard Kingdom Brunel

COMPUTING -
Learning Objectives:

- To understand computer networks
- To create opportunities for collaborative projects using digital communication (email, skype)
- To use digital communication tools safely, responsibly and sensibly

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ART -
Possible activities:

- Starry Night using black paper to create silhouette.
- Group Sunflowers Collage
- Make individual waterlilies to create a display.
- Paint a version of Wheatfield with Crows.

MUSIC - Singing Games

Possible activities:

- Learn songs by famous artists to perform at Exit Point.
- Musicians Marketplace lesson.
- Play singing games as part of warm-ups for practising songs.
- Children create their own singing game.

HISTORY - Possible Activities

- MURTON PARK VISIT - VIKINGS
- Study of York and how it has changed over time including a study of maps (CCGEOG)
- Eric Bloodaxe as famous person.
- Study York as a Viking town—clothes, food, general lifestyle, buildings.
- CCL: Lindesfarne—Act out Viking raid

Cycle A - Summer : They Made A Difference (Activities)

GEOGRAPHY -

Possible activities: N/A

DT -

Possible activities:

- Famous inventors marketplace

SCIENCE -

Possible activities:

MAGNETS

- Classify materials based on a variety of properties, beginning with magnetism and becoming more complex.
- Investigate which materials a magnet will still attract a metal paperclip through.
- Children make own compasses.
- Children explore attraction and repulsion of magnetic poles.

SOUND

- Survey and record different sounds.
- (CCC) Data-logger to record sound of a drum at various distances.
- Problem solving—where in the school would be the best places for fire alarms?
- Carousel of activities relating to sound and vibration.
- Explore where sound goes in a listening circle.
- Children act out a sound wave.
- Carousel of activities for altering the loudness of a sound. Fair testing—how does the height from which a tube is dropped affect the loudness of the sound produced?
- Carousel of activities to explore pitch. Fair testing—does the length of an elastic band affect the pitch of the sound produced?

COMPUTING -

Possible activities:

- Make a physical network in class with string and wool.
- Use hyperlinks in Powerpoint/Smart to show how one program can link to another.
- Set up a Skype link with a class within school and work collaboratively (possibly a market place session between classes).
- Send emails through a school account adding pictures and understanding the size of the image and attachments.