

FROM MACABRE...to merry!

MATHS:

Our units this half term are place value, additions, subtraction, multiplication and division, and fractions. A detailed breakdown of the learning objectives we will cover this half term can be found [here](#).

Science:

We will be learning about electricity.

1. To associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit

2. To compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches

3. To use recognised symbols when representing a simple circuit in a diagram.

History:

We will be learning about the way of life of the Victorians. More detail about the learning covered in history lessons can be found [here](#).

1. I know where the Victorian period fits on to a timeline
2. I know about the way of life of Victorians (e.g. technology, art, science)
3. I know about the Victorians beliefs and customs
4. I know about Victorian 'achievements'
5. I can compare the Victorian period to other periods in history I have learnt about



The Victorian period covers the years that Queen Victoria was on the throne

Queen Victoria's reign began in 1837 and ended with her death in 1901

During the Victorian era, inventors such as Brunel, Trevithick and Alexander Graham Bell furthered the rise of technology in this country.

Britain was the biggest and most powerful empire in the world

Not everything about the British Empire was good and many people's lives around the world were affected negatively.

ENGLISH:

We will write a persuasive letter to apply for the year 6 jobs. We will practise character and setting descriptions and write a story with a flashback that has a spooky theme.

Art:

The pupils will produce a series of artwork linked to the topic in a range of different medium.

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P.E.:

1. SSG Develop confidence Opposed games
2. SSG Development of assessing and evaluating own performance
3. SSG Recognised Games
4. SSG Recognised Games
5. SSG Recognised Games

Computing:

1. On-line safety.
2. Writing code to prompt users to input the value of a variable to create block charts.
3. Using variables to make a game harder as user scores more points.
4. Using variables to store and calculate values for a shopping till.
5. Concept of Booleans. Create a stopwatch with start, stop and reset buttons and both analogue and digital displays.
6. Debugging exercises.

PSHE: 'Digital Wellbeing'

More information about learning covered in PSHE can be found [here](#)

1. I can explain how VIPs who love and care for each other should treat each other.
2. I can identify different ways to calm down when I am feeling angry or upset.
3. I understand that people have different opinions that should be respected.
4. I can identify negative influences on my behaviour and suggest ways that I can resist these influences.
5. I can explain when it is right to keep a secret, when it is not and who to talk to about this.
6. I can recognise healthy and unhealthy relationships.

French:

1. I can name and describe a place.
2. I can name and describe an object.
3. I can have a short conversation saying 3-4 things.
4. I can give a response using a short phrase.
5. I am starting to speak in sentences.
6. I can hold a simple conversation with at least 4 exchanges



We will be reading Dracula by Bram Stoker and A Christmas Carol by Charles Dickens



We will be visiting Lanhydrock house



We will create a gallery of all our topic work to share with other classes



We are visiting Lanhydrock house in Bodmin.