

Key Vocabulary

Sunlight Zone
Twilight Zone
Midnight Zone
The Abyss
The Trenches
Pacific Ocean
Indian Ocean
Atlantic Ocean
Southern Ocean
Arctic Ocean
Hemispheres
Tropics
Predator
Prey
Producer
Consumer
Vertebrate
Invertebrate
Precipitation
Condensation
Evaporation
Collection

Circuit
Static electricity
Mains electricity
Bulb
Battery
Wires
Switch



Blue Abyss

Key questions for this area of learning:

What are the names of the oceans?
What are the ocean zones?
How do animals adapt to their environment?
How do scientists classify animals?
What are the stages of the water cycle?
How do food chains work?

Key people studied:

Vincent Scarpace: an inspirational artist famous for his depictions of sea life.

Science knowledge and understanding:

Recognise that living things can be grouped in a variety of ways.

Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird.

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

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

Science Key area of Learning:

Living things and their habitats.
Electricity.

Visits, visitors or key events:

Madscience - Electricity Day

Home learning ideas/ places to visit:

Topic homework: Create a seascape.

Key areas of English learning:

We read, enjoy and analyse sea poetry which includes personification. We write descriptive poetry which includes figurative language and imagery created by similes, metaphors and personification.

In guided reading we read Why The Whales Came by Michael Morpurgo.

Balanced arguments for and against plastics.

Key areas of Maths Learning

Graphs
Fractions
Time

Science working scientifically skill development:

Ask relevant questions and using different types of scientific enquiries to answer them.

Make systematic and careful observations and, where appropriate, take accurate measurements using standard units, using a range of equipment, including thermometers and data loggers.

Record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.

Design and Technology:

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.

Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. (e.g. papier mache bioluminescent sea creatures).

Art and Design:

Create sketch books to record their observations and use them to review and revisit ideas.

Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

Find out about great artists, architects and designers in history. (e.g. Vincent Scarpase)

Geography:

Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.

Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night).

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

Religious Education:

Expressing faith through the Arts. This unit enables pupils to investigate the ways in which different faith groups express their faith and spiritual ideas through the arts.

The pupils investigate art forms such as music, dance, drama, architecture, paintings, sculpture, icons, stained glass windows, textiles, calligraphy and illuminated pictures.

Computing:

Code and Kodu: design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

E-Safety: use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

PE:

Circuits

Gymnastics

Swimming.

History:

This is taught in other topics

Carousel:

The children are taught PE, Drama and music by specialist teachers every week.

The drama is linked to the topic, where possible.