

Science 1

Magnets

Key learning: what a force is; how objects move on different surfaces; learning about magnetic forces; which materials are magnetic?; do magnets attract each other?; magnet strength.

Computing 1

Programming B - Events and Actions

Key Learning: Moving a sprite; move around a maze; drawing lines; can I add features?; debugging movement; using the skills to make a project.

Geography

Locality Unit - Exeter

Key Learning: Where is Exeter?; How is the land used in Exeter?; What are the geographical features of Exeter?; Can I draw a sketch map of my Exeter locality?

PSHE

Key Learning: identity; understanding discrimination; learning about stereotypes; what is bullying and why do people do it; what is prejudice; what is equality; how do people show respect to each other?; different types of relationships; what happens when relationships change?; how do your feelings change when there is separation or loss?

French

Key Learning: Sports and Hobbies; Instruments; The Weather and Seasons; Fruits.

Likes and dislikes; asking questions about other people hobbies; recognise names when written or spoken; accurately pronunciation; say temperature; give weather forecast; ask for fruits; use numbers and kilograms.

JACKDAWS SUMMER CURRICULUM



PE

Dance (Unit 4) - respond imaginatively to a range of stimuli; use simple motifs and movement patterns; refine, repeat and remember.

Athletics (Unit 2) - understand and demonstrate running vs sprinting; demonstrate a range of throwing techniques; throw with accuracy and power; perform a range of jumps.

Fitness (aerobics) - strength and stamina building exercises including coordination.

Strike and Field (Unit 1) - use skills with some control/ accuracy; choose and vary skills and tactics; set up small games, using rules to keep them going fairly + Outdoor Learning this Term..

Music

Just Three Notes - Pitch (C-D-E), rhythm patterns, dot notation. Samba with Sergio - Samba, carnival, call and response, music and community. Fly with the Stars - Am CMaj, arpeggio, crotchet and quavers.

Science 2

Living things and their habitats (4)

Key learning: the seven life processes; sorting and grouping animals; vertebrates; living things in the local area; classification keys; how our environment is changing.

History Romans

Key Learning: What do we know about early Rome and how?; who was in charge of the Roman Empire?; understanding how powerful the Roman army was; learning about the events that led up to Emperor Claudius invading Britain; comparing Roman settlements to Celtic villages; learning about Boudicca and why she took revenge on the Romans; learning about the ways that the Romans protected their land and how we know this?; learning about what happened in the final years of the Roman Empire.

RE

How and why do people mark the significant events in life? What is the significance of baptism for Christians?; How do many Jewish people mark becoming an adult? What ceremonies do many Hindus mark in the journey of life? Why do people choose to get married? What kind of a world did Jesus want? What did Jesus mean when he called the disciples "fishers of men"?; who were Jesus' first disciples?; What is an evangelist?; Why did Jesus' treatment of a leper shock people at the time?; What does the parable of the Good Samaritan teach people about God?

Online Safety

Key Learning: identifying online harassment or bullying; bystander or helper?; ways to respond to bullying; how to behave if you experience harassment; recognise that seeking help is strong; think out loud; community standards and tools for reporting abuse.

Computing 2

Programming B - Repetition
Key Learning: Using loops to create shapes; looking at different loops; adding animation to your name; modify code for an existing game; design a game; create our own game.