

# Rivers

## The Trojan Horse

### Specific areas of learning:

- Problem Solving and Reasoning
- Place Value
- Four Operations (Addition, Subtraction, Multiplication, Division)
- Fractions
- Conversion

### Areas of Learning:

#### Geography (Rivers)

Identify and describe the physical features of river  
 Explain why the course of a river changes  
 Compare and contrast how physical features change along the course of a river  
 Describe the components of the hydrological cycle

#### History (The Trojan Horse – historical fact, legend or classical myth?)

Describe and explain the main events in the siege of the city of Troy  
 Evaluate and critique the archaeological evidence regarding the Trojan Horse  
 Review and evaluate the historical evidence regarding the existence of the Lost Kingdom of Atlantis

### Learning will include:

- Days/months/telling the time
- Numbers 1-1000
- Places in town
- Then and now

### Mathematical Development

(Problem Solving, Reasoning & Numeracy)

- Number
- Calculation
- Fractions
- Measures

### History and Geography

Rivers  
 The Trojan Horse

### Spanish

- Time
- Places

### RE and RSE

- Gospel
- Incarnation
- Think Positive!
- Respecting Rights

### RE

Understanding Christianity:  
 Gospel  
 Incarnation

### RSE

#### Think Positive

Discuss ways in which positive thinking can be beneficial  
 Identify and discuss uncomfortable emotions and unhelpful and helpful thoughts

#### Respecting Rights

How do we ensure that everyone's rights are respected? What are these rights?  
 Does everyone have the same rights? Is this OK?

## Rivers

### The Trojan Horse

### Enrichment Opportunities:

Residential (Beam House) -  
 30<sup>th</sup> September - 2<sup>nd</sup> October  
 Greek Day - 18<sup>th</sup> November

### Computing

- E-Safety
- Computing Systems and Networks
- Creating Media - Webpage creation

### Activities will include:

Staying safe online  
 Searching the web  
 What influences search results?  
 Analysis of webpages  
 Webpage creation

### English

- Who Let The Gods Out?
- Myths and Legends
- Persuasive Writing
- Poetry
- Explanation

### Science

- Electricity
- Living Things and Their Habitats
- Investigative Skills

### Art, Music and DT

- Art - Photo Art
- DT - Structures
- Music - Recorders, Rhythm and rhythmic patterns

### PE

- Outdoor Adventurous Activities
- Hockey
- Dance
- Gymnastics

### Activities will include:

Hockey - drills, skills, stick and ball control, games  
 Dance - work collaboratively to include compositional ideas, develop motifs independently, use appropriate terminology  
 Gymnastics - creating gymnastic routines, perform gymnastic balances, shapes and actions, show clarity, fluency and accuracy in movement  
 Outdoor Adventurous Activities (including orienteering and Residential)

### Key Outcomes:

#### Whole Class Reading

Who Let The Gods Out? by Maz Evans

#### Poetry

To write in the style of Jackie Morris ('I Am Cat') using high-quality descriptive language.

#### Persuasion

Use a range of devices to persuade!

#### Myth Writing

To write a Greek myth in the style of Beowulf (overcoming a monster)

#### Explanation - Cracking Contraptions

Invent and explain how your own Wallace and Gromit 'Cracking Contraption' works!

### Activities will include:

Building circuits in series and in parallel  
 Circuit symbols  
 Grouping animals according to their characteristics.  
 Naming types of microorganism.  
 Investigating harmful microorganisms.  
 Planning and carrying out investigations

### Activities will include:

#### Art

Create photomontage art  
 Use technology to create art pieces

#### Design and Technology

Analyse, design, create and evaluate a structure suited for a particular purpose.

#### Music

Read stave notation (treble clef) and develop awareness of length of notes.  
 Develop rhythmic patterns individually, in pairs and groups  
 Listen to and reflect upon a variety of music, including classical pieces  
 Perform own compositions to the class