Termly Curriculum Overview

ELM Term 6 2020-2021

Headstart
Positive Learning for Life

English

Greek myths and Legends
- To understand the difference between myth, legend and story with text examples.
- To research a Greek god using ICT.
- To retell a Greek myth. (Comic strips for LA Narrative with time adverbials for HA)
- To understand features of a biography/write a biography of a Greek god.
- To compose your own myth/legend

PHYSICAL EDUCATION

Running, Jumping, Throwing and Catching: In this unit pupils will accurately replicate running, jumping and throwing skills for events in order to improve performances. Will explore variations in technique and use the information to become more technically proficient. Pupils will engage in performing and improving personal bests in relation to speed, height and distances
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Music

All the learning in this unit is focused around one song: The Fresh Prince Of Bel-Air. In this unit the children will play games, learning the properties (pulse, rhythm, pitch etc.), singing and playing instruments are all linked.

Science

Habitats

- Identify that most living things live in habitats to which they are suited.
- Recognise that living things can be grouped in different ways.
- Use classification keys to help group, identify and name a variety of living things in their local and wider environment.
- Describe how living things are classified.
- Recognise that environments can change and this can pose dangers for living things.

Art and Design

- This term we will be exploring work of Henri Rousseau taking inspiration from his work tiger in a tropical storm and wax on paper and water colours looking at habitats under the sea.

Throughout our curriculum pupils will take part in:
- **Outdoor learning including Land-based Studies and forest school.**
- **Social, moral, spiritual and cultural development.**
- **Mindfulness and Sensory Circuits**

Mathematics

- Statistics
- Geometry: Properties of Shape
- Geometry: Position and Direction

Humanities

- Achievements of Ancient Greek civilisation
- Connections with sport, art, philosophy, architecture, and theatre
- Government and democracy
- Cities – study of Athens
- The Aegean islands and The Hebrides comparative study

Computing

- Pupils will use technology, such as cameras, image, editors, and desk top publishers
- They will produce a document about a specific topic related to the Ancient Greeks
- • It will include an edited image of themselves, and arrange text, images and evidenced tools fitting of the purpose and audience.

PSHE

What makes us enterprising?
Different ways of achieving and celebrating personal goals; high aspirations; growth mind-set; setting up an enterprise; what enterprise means for work and society