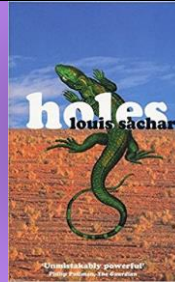




### Skills

Communicate clearly	X
Collaborate with others	X
Apply knowledge to new situations	
Make judgements and decisions	X
Ask questions	X
Solve problems	X
Metacognition	X
Reflect	X
Adapt to change	X
Manage goals and time	X
Take risks	X
Self-direct learning	X
Persist despite setbacks	X
Be curious	X
Manage projects	X
Guide and lead others	X
Access and evaluate information	X
Analyse media	X
Create media products	X
Apply technology effectively	X
Perform in front of a group	X
Select and use appropriate writing genres	
Use tier 2 and tier 3 vocabulary	X

### Linked Text: Holes



### Linked Art: Roy Lichtenstein



### Curriculum Learners

- ❖ **As geographers**, we will understand geographical similarities and differences through the study of human and physical geography within a region of the United Kingdom and a region in North America.  
We will describe and understand key aspects of physical geography, including climate zones, biomes and vegetation belts.  
We will describe and understand key aspects of human geography, including settlements, land use and economic activity including trade.  
We will 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).
- ❖ **As musicians**, we will perform, listen to, review and evaluate music across a range of historical periods.
- ❖ **As historians**, we will study the lives of significant people from the past such as Martin Luther King and Rosa Parks.
- ❖ **As mathematicians**, we will complete a maths investigation.
- ❖ **As artists**, we will learn about great artists and designers in history.
- ❖ **As designers**, we will master the concepts involved in developing the skills needed to make a high quality product, and select from and use a wider range of materials and tools to make it.
- ❖ **As explorers of faith**, we will study unit 5.2 – Faith in Action.
- ❖ **In P.S.H.E.**, we will study role models who have achieved success.
- ❖ **In computing**, we will study units 5.1 (coding) and 5.6 (3-D modelling).

### Showcase

Role Play	X
IT Presentation	
Poster	X
Design Creation	X
Digital Media	X
Art Work	X
Dance	X
Production	X
Writing Genre – Narrative	X
Writing Genre – Non-Fiction	X
Group Project	X

### Tier 2 Vocabulary

altitude approximate civil companion conflict dense deprive expanse export function generation hinder incidence inferior numerous obstacle percent principle priority reproduce restrict status superior vacate

### Hook Event

Passport around North America visiting 6 key countries with an experience in each.  
Weekly ukulele/glockenspiel lessons

### Spaced Retrieval of Prior Learning

Y4 – Scrumdiddlyumptious  
Y5 – Let the Games begin!  
Y2 and Y3 combined quizzes