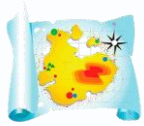
SS/CC What's On 2026

As artists we will: explore ideas gathered through the analysis of the landscape work of Paul Nash to create our own landscape including perspective and other interesting effects such as shadows and direction of light source.



As geographers we will: communicate the location of Scandinavian countries, other significant European countries and Russia, using a map of the world and Europe to describe location. We will consider what we have learned about the Viking and Nazi invasions and what geographical conclusions can we draw from this.





In Spanish we will: use language with more independence to describe places and understand longer sentences.





As musicians we will: use songs from WW2 as a stimulus, compose and perform a piece of music which communicates a similar message.



As design technicians we will:

design, make & evaluate a steamed sponge pudding, using given design criteria, taking into account cost implications and using ratio.



In PSHE we will: identify and explain the difference between wants and needs and explain how and why these may differ around the world. We will also identify and explain the ways in which difference can be a source of conflict and a cause for celebration and how this may impact someone's life. As well as this, we will understand and explain the ways in which one individual or group may have power over others.



In PE we will: Demonstrate the skills required to play an invasion game, like netball, in a match situation. As well as this, we will choreograph and perform a movement pattern in gymnastics.



In religion and worldview we will: explain different interpretations and beliefs around justice, injustice, fairness, conflict and peace. We will also compare how the different gospels portray the Christmas story.



As writers we will: use 'The Gas Mask' as a model for writing our own portal story, focusing on character, description and alteration. We will also use Skellig and write a discussion text based on the story. In autumn 2, we will use 'Friend or Foe' as a model for writing our own finding tale, focusing on characterisation and a flashback/time lapse. Finally, we will use ideas gathered from 'Friend or Foe' to write a diary entry.





As mathematicians we will: be comparing and ordering numbers up to ten million before deepening our understanding of the four operations (addition, subtraction, multiplications and division). We will spend time adding and subtracting fractions then move onto looking at mixed numbers.



As historians we will: use analysis of a varied range of historical evidence to identify trends, causes, changes and consequences of both the Viking and the Nazi invasions, comparing the reasons for the invasions and concluding who was the most successful and why.



As scientists we will: use knowledge of how circuits work to investigate whether wire length, number of bulbs/buzzers/ motors/switches and battery voltages effect the overall effectiveness of the circuit. We will also analyse the gathered data about how light travels and how shadows are formed to draw conclusions, including making links between cause and effect, and present these in a clear, concise way.



Book recommendations:

⇒ Skellig by David Almond

⇒ The Midnight Fox by Betsy Byeers.

⇒ Friend or Foe by Michael Morpurgo

⇒ The Little Hen and the Great War by Jennifer Beck

As computer scientists we will: use variables to create an interactive game on Scratch.





As well as this, we will be keeping up to date with **current affairs** and discuss how these link to our **British values** and **protected characteristics.**