

### **GEOGRAPHY**

**A fieldwork study of the local area of Herefordshire.**

- Identify farming land-use patterns in the UK – mixed, arable, dairy and sheep.
- Zoom into the location of Herefordshire.
- Locate Herefordshire, and other neighbouring counties, using maps, atlases, globes and Google Maps.
- Use the eight points of a compass and four-figure grid references, symbols and keys on OS maps to build their place knowledge and map skills.
- Study land-use in Herefordshire.
- Compare and contrast Hereford City land-use naming some economic activity and trade links.

### **HISTORY**

**The Ancient Egyptians.**

- Establish where the Ancient Egyptian civilisation fits in relation to other periods studied.
- To learn about the Egyptian landscape, in particular the River Nile and find out how it impacted on people's lives in Ancient Egypt.
- To learn about Egyptian tombs, pyramids and burial sites.
- What evidence tells us: Hieroglyphics, the Rosetta stone and papyrus.

### **Herefordshire and The Egyptians**



### **COMPUTING**

- Filming project - iMovie, green screen.
- Digimaps
- Google Earth.
- I pads – research/book creator.

### **MUSIC**

#### **Spain (Sing Up)**

Children will learn to: play repeating rhythmic patterns, count musically, invent a melody and fit two patterns together. They will structure musical ideas into their own compositions.

#### **Global Pentatonics (Sing Up)**

Compare music extracts and understand that the pentatonic scale features in lots of music traditions and cultures. Children will: create accompaniment patterns to a pentatonic song. Use notation to represent musical ideas and compose a pentatonic melody.

### **ART & DESIGN**

- Egyptian sculpture
- Sketch books used to record observations and use them to review and revisit ideas.

### **PHYSICAL EDUCATION**

- Real PE - develop flexibility, strength, technique, control and balance.
- Tennis – develop forehand, backhand, serve and volley. Develop game strategy.
- Rounders/Athletics – running, throwing, agility.

### **DESIGN & TECHNOLOGY**

#### **Textiles**

- To design and make a book sleeve.
- Identify the features, benefits and disadvantages of a range of fastening types.
- Write design criteria and design a sleeve that satisfies the criteria.
- Make a template for their book sleeve.
- Assemble their case using any stitch they are comfortable with.

### **FOREIGN LANGUAGE – French (Language Angels)**

- As-tu un animal?  
*Do you have an animal?*
- Les Romains  
*The Romans*

### **PHILOSOPHY FOR CHILDREN (P4C)**

- Developing thinking skills
- Learning to justifying ideas through philosophical discussion using stories and art.
- Looking at dilemmas
- Developing Speaking and Listening skills