History/Geography

Why is Newcastle a cool place to live?

- 1. To find and locate UK, England, Newcastle and Newbiggin Hall on a map
- 2. To understand physical and human geographical features
- 3. To make a map of the local area
- 4. To identify local landmarks on a map
- 5. To understand why people travel to and live in Newcastle
- 6. To identify and describe bridges on the River Tyne
- 7. To explore Newcastle/Gateshead Quayside and understand its importance towards tourism

Application of Literacy across the curriculum: leaflets, persuasive texts Application of maths across the curriculum: coordinates/map work British values: community

P.E.

Dance

This half term the children will be taught a series of dance lessons, once a week, by an experienced dance teacher.

PSHE

Keeping Safe

- 1. Identify hazards from substances at home and at school
- 2. Know about the range of legal drugs encountered in everyday life, including over-the-counter drugs such as aspirin, drugs which are prescribed as medicines, tea, coffee, alcohol and tobacco
- 3. Think about risks and hazards in the environment and where to go for help

Application of Literacy across the curriculum: Speaking and listening

Application of maths across the curriculum: Sorting/Venn diagrams

British values: responsibility

Wow experiences

A visit and tour around Newcastle and Gateshead. Visit from Chronicle Newspaper journalist. Visit to a place of worship.



Why is Newcastle a cool place to live?



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Religious Education

Religions in the local community

- 1. Identify places of worship in the area
- 2. Identify people in the community who practise a religion
- 2. Understand what the main religions are in the UK
- 3. Respect all of the religions in the local area
- 4. Reflect on what is of value in their own lives

Application of Literacy across the curriculum: letters/diaries
Application of maths across the curriculum: money/ counting

D&T / Art

At the start of the term the children will learn about basic colour mixing.

Then..

Digestive System model

- 1. Design purposeful, functional, appealing products for themselves and other users based on design criteria
- 2. Select from and use a range of tools and equipment to perform practical tasks
- 3. Evaluate their ideas and products against design criteria

Application of Literacy across the curriculum: instructions

Application of maths across the curriculum: measures

Music

Folk music from Newcastle

- 1. Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- 2. Develop an understanding of the history of music.
- 3. Listen with attention to detail and recall sounds with increasing aural memory

Application of Literacy across the curriculum:

Application of maths across the curriculum:

Computing

We are software developers

- 1. Play and analyse educational computer games, identifying those features that make a game successful.
- 2. Plan and design a game, with a clear target audience in mind.
- 3. Create a working prototype and develop it further to add functionality and improve the user interface.
- 4. Test their game and make any necessary changes.

Application of Literacy across the curriculum: Instructions Application of maths across the curriculum: adding and subtracting