

Moole St Michael CE Primary School Summer 2 Overview Class: Enterprise Bold Christian Values Resilience Strong Relationships Active Learners partmership

Courageous Confidence Thirst for knowledge Growth Mindset SUMO Forgst School Enrichment

#### English: Active Learners/Confidence

English lessons are a daily lesson with a focus on grammar and writing. Our spelling lesson 3x weekly and a responding to reading lesson 2x weekly. Children will show a thirst for knowledge and work in partnership with others. We are going to try our hand at debating! The children will build their knowledge of what a debate is and how to build an argument. We are going to be debating whether people should be hunting animals (I think we will have some strong opinions!). We are also going to dive into our last poetry unit of the year - poems on a theme and this time it will be animal poetry.



**Spirituality- Pause, Connect, Wonder.** We will be finding moments to be still. We will reflect on how experiences make us feel, through dance, art and RE. We will continue to connect with one another and find our place in the world.

> **Christian Value-**Friendship and Respect

**RE for this half term**-What is a prayer?

PSHE for this half term Relationships.

**British Value** 

Rule of Law/Proud to be British

#### <u>Maths:</u>

In maths this half term we will continue with **daily fluency sessions** as part of our morning routine recapping our previously learnt maths skills to ensure we become fluent and efficient mathematicians.

Our final half term of the year will see us complete our unit on time before moving on to our unit on money. To finish the year we will complete our units of shape and space. We will use all of our prior learning to solve problems and make links in our maths.

### Geography/History:

As part of our Hunted unit, we will explore a non-European society that provides contrasts with British history. Our study will focus on the kingdom of Benin (West Africa) c. AD 900-1300.

Children will learn about the way of life for this kingdom and what life might have been like to live in the rainforest. Pupils will explore how history was passed down through stories, art and legends.

Finally we will investigate the reasons for the British invasion on Benin.

## <u>PSHE</u>

In PSHE we will be looking at Relationships

We will continue with 'My Happy Mind' where we will learn about the importance of appreciating all the wonderful things that make us who we are and what we have.

Music Charanga- Reflect, Rewind, Replay.



# Hoole St Michael CE Primary School Summer 2 Overview Class: Enterprise

#### P.E: Confidence, courageous, partnerships

This half term we will continue to swim every Tuesday, focusing on **confidence**, **resilience** and **technique**.

Our Friday session will focus on athletics, **gaining stamina**, **speed**, **agility** and **accuracy**.

#### Art: Using natural materials to make art.

In this pathway children are introduced to Cyanotypes, and the work of Anna Atkins and the artist Frances Hatch. Children then go on to make their own imagery, choosing



one or more methods, to make artwork which is rooted in the materials and place in which it was made.

#### French:

Le Cirque.

This half term the children will be looking at the circus. They will continue to imitate and copy French words and phrases, building confidence and fluency.

## <u>Science:</u> Active learners/partnerships

Living things and their habitats. This unit will encourage the children to recognise that living things can be grouped in a variety of ways. The children will explore producers, predators and prey and begin to sort animals according to different criteria. They will construct their own food chains and recognise how environments can change. The children will sort, group, compare and classify.

## IT: Meaningful progression of skills

<u>Programming.</u> This half term pupils will look at the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition. Their final project is to design and create a game which uses repetition, applying stages of programming design throughout.