

Launch: Mayan bush tucker trial.		
	Literacy and Maths	Connected Learning
1-2	<p>As Readers, we will be analysing the text The Chocolate Tree: A Mayan Folktale Linda Lowery</p> <p>As Writers, we will be publishing a Jungle Adventure story.</p> <p>In Applied Writing we will be publishing a recount of the evacuation.</p> <p>As Mathematicians, we will be exploring: Geometry</p> <p>In our Maths Missions, we will designing a flag using straight lines and exploring quadrilaterals, perpendicular and parallel lines within it</p>	<p>To earn our Purple Passport, we will question Why did some people decide to live in remote and challenging environments?</p> <p>We will need to:</p> <ul style="list-style-type: none"> • be Proud, Unique, Reflective, Positive, Loving and Empowered. • Show the British values of rule of law, individual liberty, mutual respect, tolerance, tolerance of different faiths and beliefs and democracy • Demonstrate the Building Learning Powers skills of collaboration and resilience <p>To demonstrate our learning, we will produce a survival kit for different environments.</p>
Cadbury's World		
3-4	<p>As Readers, we will be analysing Jaguar stones middle world – J and P Voelkel.</p> <p>As Writers, we will be publishing a play script. – Newspaper report on visit to Cadbury's</p> <p>In Applied Writing we will be publishing a Biography of Cadbury Brothers</p> <p>As Mathematicians, we will be exploring: Position and movements. Measurements.</p> <p>In our Maths Missions, we will move Mayan artefacts around a quadrant possible extend. Map involving conversion of weights. Farm selling cocoa of a certain weight to convert.</p>	<p>As Artists, we will question: 'why did the Mayans use masks?'</p> <p>We will need to:</p> <ul style="list-style-type: none"> • Improve mastery of techniques. • Develop and share ideas in a sketch book and in finished products. • <p>To demonstrate our learning, we will produce a Mayan Mask</p>
5-6	<p>As Readers, we will be analysing The Hero Twins: Against the Lords of Death (A Mayan Myth) Dan Jolley and David Witt.</p> <p>As Writers, we will be publishing a flashback story back to the Mayans.</p> <p>In Applied Writing we will be publishing Biography of the twins from the text.</p> <p>As Mathematicians, we will be exploring: Measurements. Perimeter</p> <p>In our Maths Missions, we will explore Rainforest animal gestation period conversions. Design a perimeter settlement with specific perimeters to cater for the needs.</p>	<p>As Design Technologists, we will question: How can materials reflect history?</p> <p>We will need to:</p> <ul style="list-style-type: none"> • Use research and develop, design criteria inform the design. • Generate, develop, model and communicate their ideas through, discussion ..pattern pieces. • Select from and use a wider range of materials including textiles according to their functional properties and aesthetic qualities <p>To demonstrate our learning, we will make tapestry.</p>

<p><u>7-8</u></p>	<p>As Readers, we will be analysing Rain Player by David Wisniewski</p> <p>As Writers, we will be publishing Write our own poems for performance.</p> <p>In Applied Writing we will be publishing diary of a central American explorer.</p> <p>As Mathematicians, we will be exploring:</p> <ul style="list-style-type: none"> • Measure area and perimeter. Volume <p>In our Maths Missions, we will find the area of the previous week's settlement. Make their own Mayan temple.</p>	<p>As Geographers, we will question: <i>'How can we make a treasure map?'</i></p> <p>We will need to:</p> <ul style="list-style-type: none"> • Use the 8 points of a compass, 4 figure grid references, symbols and keys (including the use of ordnance survey maps) to build knowledge of the UK and the World. • Use maps, atlases, globes and digital / computer mapping to locate countries and decide features studies • Understand geographical similarities and differences through the study of human and physical geography of a region or area within S America. <p>To demonstrate our learning, we will produce annotated maps.</p>
<p><u>9-10</u></p>	<p>As Readers, we will be analysing Avoid being a Mayan Soothsayer (Danger Zone) Rupert Matthews</p> <p>As Writers, we will be publishing stories set in places people have been.</p> <p>In Applied Writing we will be publishing – A non-fiction pantheon of Mayan gods.</p> <p>As Mathematicians, we will be exploring: Volume</p> <p>In our Maths Missions, we will measure chocolate related moulds.</p>	<p>As Historians, we will question: <i>'What was life like in Mayan times?'</i></p> <p>We will need to:</p> <ul style="list-style-type: none"> • Refine lines of enquiry as appropriate • Describe the social, ethnic, cultural or religious diversity of past society • Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children • Use appropriately historical vocabulary to communicate • Use original ways to present information and ideas <p>To demonstrate our learning, we will create a PowerPoint presentation about the effects of the war on Britain.</p>
<p><u>11-12</u></p>	<p>As Readers, we will be analysing Awesome Ancient Ancestors! Mound Builders, Maya, and More (America's Horrible Histories</p> <p>As Writers, we will be publishing – biography writing based on HH.</p> <p>In Applied Writing we will be publishing - Setting descriptions</p> <p>As Mathematicians, we will be exploring: Roman Numerals</p> <p>In our Maths Missions, we will Compare Roman and Mayan numerals to produce hidden picture.</p>	<p>As Musicians, we will question: <i>'Can I appraise motown music?'</i></p> <p>We will need to:</p> <ul style="list-style-type: none"> • Sing a harmony part confidently and accurately • Combine a variety of musical devices, including melody, rhythm and chords • Convey the relationship between the lyrics and the melody • Choose from a wide range of musical vocabulary to accurately describe and appraise music • <p>To demonstrate our learning, we will appraise a song and produce a piece of writing about it.</p>
<p>End of Unit Celebration Mayan Fashion show</p>		

We will also be learning these skills...

<p>As Athletes, we will answer the questions: <i>'Can I strike a ball and throw accurately?'</i></p> <p>We will need to:</p> <ul style="list-style-type: none"> Choose and combine techniques in game situations Work alone, or with team mates in order to gain points or possession Use forehand and backhand when playing racket games Strike a bowled or volleyed ball with accuracy Combine sprinting with low hurdles over 60 metres Choose the best pace for running over a variety of distances Compete with others and keep track of personal best performances setting targets for improvement <p>To demonstrate our learning, we will play tennis, cricket and rounders and compete in athletic activities.</p>	<p>As Entrepreneurs, we will raise money for the purchase of blazers. Ideas include:</p> <ul style="list-style-type: none"> Run weekly cake sales Run ice pop sales <p>We will need to:</p> <ul style="list-style-type: none"> Enjoy new things and take opportunities wherever possible. Enjoy working hard See that hard work leads to success. Encourage others to work hard. Do things even if they may not seem appealing Listen to others and thank them for advice Quickly spot things that could be improved.
<p>As Theologists, we will answer the question: <i>'What kind of King was Jesus?'</i> <i>'What is the worldwide church?'</i></p> <p>We will need to:</p> <ul style="list-style-type: none"> Explain how some teachings and beliefs are shared between religions. Explain how religious beliefs shape the lives of individuals and communities. Show an understanding of the role of a spiritual leader. Explain some of the different ways that individuals show their beliefs. Recognise and express feelings about one's own identities. Relate these to religious beliefs or teachings. Explain why different religious communities or individuals may have different views of what is right and wrong. Show an awareness of morals and right and wrong beyond rules (i.e. wanting to act in a certain way despite rules). <p>To demonstrate our learning, we will create a class wonder book of our questions, discussions and findings.</p>	<p>As Scientists, we will investigate: <u>Add science topic - 'What is it like in Space?'</u> <u>Add science topic - – Revision</u></p> <p>We will need to:</p> <ul style="list-style-type: none"> Physics – Describe the movement of the Earth, and other planets, relative in the solar system Physics – Describe the movement of the Moon relative to the Earth Physics – Describe the Sun, Earth and Moon as approximately spherical bodies Physics – Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky <p>To demonstrate our learning, we will use diagrams to support writing</p>
<p>As tolerant and respectful citizens, we will learn about the British Values of:</p> <ul style="list-style-type: none"> Rule of Law, Individual liberty, Mutual respect, Tolerance of different faiths and beliefs Democracy. 	<p>As computer programmers, we will answer the question: <i>'How can we develop an interactive game?'</i></p> <p>We will need to:</p> <ul style="list-style-type: none"> Set IF conditions for movements. Specify types of rotation giving the number of degrees. Change the position of objects between screen layers (send to back, bring to front). Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. Combine the use of pens with movement to create interesting effects. Set events to control other events by 'broadcasting' information as a trigger. Use IF THEN ELSE conditions to control events or objects.

- Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.

- Use lists to create a set of variables.

- Use the Boolean operators

() < ()

() = ()

() > ()

()and()

()or()

Not()

to define conditions.

- Use the Reporter operators to perform calculations. (see milestone 2)

- Pick Random

() to ()

Join () ()

Letter () of ()

Length of ()

() Mod () This reports the remainder after a division calculation

Round ()

() of ().

To demonstrate our learning, we will plan and develop an interactive game.