

## English

Our main text **Queen Victoria's Bathing Machine** by Gloria Whelan, discusses the invention of the bathing machine designed for Queen Victoria by her beloved husband Prince Albert. We will use this text to support our writing of **information leaflets, Kenning poems, Comic strips and newspaper reports.**

## DT

The project **Push and Pull** teaches children about three types of mechanism: sliders, levers and linkages.

## RE

In RE, we will explore the question of **'How should we care for others in the world, and why does it matter?'**

## PSHE

In **Relationships**, we will explore how to build positive, healthy relationships. In **Changing Me**, we will look at coping positively with changes around us.

## PE

Our days will continue as **Tuesday** and **Thursday**. We will be learning a range of skills in **Athletics, Football and Cricket.**

## Maths

Over these terms, we will work on elements of **Money, Fractions, Time, Mass, Capacity and Temperature.** This will include recognising a half, quarter and a third. In addition, looking at o'clock, half past, quarter past and quarter to.



## Rabbit Class Learning Overview Terms 5 & 6 2024/25

## History / Geography

In History, the project **Magnificent Monarchs** teaches children about the English and British monarchy from AD 871 to the present day. Using timelines, information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research six of the most significant sovereigns. In Geography the project **Let's explore the world** teaches children about atlases, maps and cardinal compass points. They learn about the characteristics of the four countries of the United Kingdom and find out why there are hot, temperate and cold places around the world.

## Science

The children will continue their learning about **Animal Survival.** **Animal Survival** will teach the children about life cycles and microhabitats. They build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.

## Computing

In **Creating Pictures**, we will explore some of the templates and functions of 2Paint a Picture alongside learning about artists and art movements. In **Making Music**, we will create simple and more complex animations.

## Art & Design

The project **Poses and Portraits** teaches children about portraiture. They analyse the portraits of Tudor monarchs and compare Tudor portraits and selfies today.

## Music

In our unit on **Jazz**, we will learn folk songs and create sounds to represent contrasting landscapes. In **Traditional instruments & improvisation** we will learn how stories can be represented by pitch, dynamics and tempo.