

The Odyssey - Autumn 2



DT—Structures

To design and make an Ancient Greek structure following a design brief by scoring, cutting and assembling.

Maths

Week 1: Number and Place Value

Week 2: Addition and Subtraction

Week 3: Multiplication and Division

Week 4: Number: Fractions

Week 5: Measurement

Week 6: Geometry

Computing—Coding

Using scratch to explore, create and debug mazes.

Music— exploring together

Exploring rounds, comparing chordal pieces, four part rounds, ostinato s.

Science

Living Things and Their Habitats

To understand how and why scientists classify all living things (Aristotle)

To understand what microorganisms are.

To plan a fair test investigating the growth of microorganisms.



French— In France

Learning where some French cities are located in France

Talking about tourist attractions in Paris

Learning about French-speaking countries

Naming popular French foods

PE—Swimming

To develop stroke technique and knowledge of water safety.

Gymnastics

To make up complex sequences, choosing to apply a range of compositional principles.

History—Ancient Greeks

To investigate life in Ancient Greece using artefacts , primary and secondary sources.

To compare life in different Greek cities.

To investigate the Olympic Games.

English—Greek Myths

To write an explanation/ instructional text to help Hercules complete one of his twelve labours.

To create a modern -day version of Pandora's Box.

To compose a discussion text considering whether Theseus is a hero or villain.

To develop an original Greek myth.

PSHE—Seal

Getting on and falling out



RE—Words of Wisdom

Explore the meaning of stories drawn from religious sources and reflect on the significance of key words, phrase or expressions