



Enterprise, Inspiration & Aspiration

When I grow up

Subject Drivers: Computing, Art & DT
Enrichment Opportunities:

Curriculum coverage



Science

To make predictions and to evaluate results.

To find out about different materials and how they squash, bend, stretch and twist.

English

Writing

- To innovate my own superhero.
- To talk about my characters personality and appearance.
- To use expanded noun phrases.
- To use conjunctions to extend sentences.
- To describe using words with suffixes (-ful -less)
- To use apostrophes correctly.

Reading for Inference

- To talk about the job of the author and illustrator.
- To make predictions about events in a book.
- To make inferences about what I have read.

Mathematics (linked to computing)

Position and Direction

To describe position and direction

Statistics

- To make tally charts
- To draw and interpret pictograms
- To make block diagrams

Computing (Linked to Maths)

How do I improve an algorithm? How do I improve a program?

Music

To use their voices expressively and creatively by singing songs.

PSHE/RSHE

To discuss online safety.

RE

To find out about a range of cultures.

PE

To develop team work skills.

Art

To use a range of materials creatively to design and make products.

To use drawing, and painting to develop and share their ideas, experiences and imagination.

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Design Technology

Design—To design purposeful, functional, appealing products for themselves and other users based on design criteria. To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make—To select from and use a range of tools and equipment to perform practical tasks. To select from and use a wide range of materials and components, including textiles .

Evaluate—To explore and evaluate a range of existing products.



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Suggested activities

Science (Linked with DT)

The children will be designing their own superhero slime.

They will also think of a name and design a pot to keep their slime in!

They will enjoy making their design and creating some real slime!

English

The children will enjoy writing a character description for their own superhero and villain.

We will enjoy looking at comic strips and creating our own.

Our reading for inference lessons will be focussing on our core story Traction Man.

Mathematics (Linked with Computing)

Position and direction: Children will learn about full, half and quarter turns. They will learn to recognise left and right, forward and backwards. They will learn to create instructions to move objects in different ways. They will explore through practical activities and through using BeeBots.

Statistics:

If you could have any super power what would it be? Children will collect data and learn how to represent this data as a tally chart. They will use their data to create pictogram and block graphs using technology. We will discuss how to interpret their data.

Art and Design

Design your own superhero logo and shield. Use a range of materials to make them.

Design and Technology

Design your own superhero mask using textiles and sewing joins.

Computing (Linked with Maths)

The children will learn about algorithms and programs. They will create their own and look at debugging too!

Home learning ideas:

Enjoy reading comic books at home. Go to the library and see if you can find stories about superheroes. Watch superhero cartoons! Log into your bug club account to read our school comic books.

RE

Continue our learning on the Jewish religion focussing on Jewish artefacts.

Music

We will be learning some special songs ready for our leavers assembly!

PSHE/RSHE

We will explore online safety including how we keep ourselves safe when using technology?

PE

Week 1 & 2 **Wednesday** Tennis Skills
Week 3 & 4 **Wednesday** Dance –Jess
Week 5 & 6 **Thursday** Athletics—Rich