

## **SCIENCE**

**Electricity** Identify common appliances that run on electricity.  
Construct a simple series circuit, identify and name basic parts, cells, wires, bulbs, switches, buzzers.  
Say if a lamp will light in a simple series circuit based on whether it is in a complete loop with a battery.  
Know that a switches opens and closes a circuit and link to a lamp being lit as above.  
Know some common conductors and insulators and associate metals with being good conductors.

**Light** Know that light is needed to see things and that dark is the absence of light.  
Know that light is reflected from surfaces.  
Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.  
Recognise that shadows are formed when a light source is blocked by a solid object  
Find patterns in the way that the size of shadows change.

**Sound** Identify how sounds are made, associating them with something vibrating  
Recognise that sound travels through a medium to the ear.  
Find patterns between the pitch of a sound and features of the object that made it.  
Find patterns between the volume of a sound and the strength of the vibrations that produced it.  
Recognise that sounds get fainter as the distance from the sound increases

## **RE**

Work from "Awareness, Value and Mystery."  
Unit 3 Why do religious books and teaching matter?

## **PE**

## **ENGLISH**

Suggested "Power of Reading" texts

Record non-fiction text type and narrative text type covered to ensure coverage over time.

## **Computing**

SWGfL E-safety  
ELIM all 5 areas  
Espresso Scratch  
Music on Garage band  
Video of performance  
Set designs  
Printed programmes  
Marketing

## **MATHS**

Number and Calculation  
Statistics (surveys etc)  
Angles  
Measurement- Length  
Use NCETM website to track objectives to ensure coverage over time.

## **MUSIC**

Play and perform- instruments and voice.  
Improvise and compose.  
Listen with attention  
Develop a sense of musical history  
Musical notation.  
Appreciate a range of music

## **PFL**

## **Art**

Developing and using creative and technical language.  
Painting and creating Colour  
Drawing.  
Visual communication

## **History and Geography**

There is no History or Geography set for this topic

**A 3-4  
Lights, camera,  
action!**

## **DT**

Design, make and evaluate through:  
Strengthening and stiffening more complex structures  
Using and understanding mechanical systems, gears pulleys etc  
Using electrical systems in the products