

As linguists we will...

- Recognise the features of non-chronological reports.
- Learn a non-chronological report text based on trucks and other transport.
- Use expanded noun phrases to add detail to our writing.
- Choose language that enhances our work by writing our own non-chronological report.
- Plan and research a non-chronological report topic.
- Edit and improve our work by making changes to language, grammar and punctuation.
- Recognise the features of science fiction texts.
- Learn a science fiction text and gain and understanding for why the author chose certain language and structure.
- Plan and create characters, setting and plot for a science fiction text.
- Use adverbials to link paragraphs.

As mathematicians we will..

- Continue to develop our knowledge of addition and subtraction facts and derive related facts.
- Use columnar addition and subtraction
- Check our answers to formal methods of addition and subtraction, using rounding.
- Read and understand a line graph.
- Read the temperature from a room thermometer and interpret it as being warmer or colder than usual in degrees Celsius
- Read and write decimals as fractions.
- Write thousandths in decimal form.
- Understand percent as meaning parts of 100, eg 6% as meaning six parts out of 100.
- Write percentages as a fraction with denominator hundred, and as a decimal.
- Convert fractions over 10 and 25 to percentages.
- Recognize and know percentage and decimal equivalents for common fractions.
- Solve problems involving knowing decimal equivalents of percentages and relate this to finding a "fraction of" a number.
- Multiply mixed numbers and improper fractions by whole numbers.
- Add and subtract fractions with the same denominator and related denominators.
- Name and recognise prime and composite numbers.

As scientists we will...

- Explain that unsupported objects fall towards the Earth because of the force of gravity
- Measure the force and weight of objects using newton meters
- Understand the effects of water and air resistance on an object.
- Know that forces are important, especially friction.
- Recognise the importance of levers, pulleys and gears

As topic experts we will..

- Work as a group to nominate important individual roles.
- Test who has the fastest reaction times to determine F1 car drivers.
- Design the graphics for a racing car.
- Create speeches and a presentation to impress at Yas Marina F1 circuit.

Inquiry Question "Is The Force With You?"

As designers we will..

- Design and build a card racing car that will be tested at the Yas Marina F1 in Schools' track.
- Design and colour a team T-shirt.

As athletes we will...

- Jog/run over distance in a non-competitive setting: vary the pace
- Sprint: revise formal standing starts, acceleration and finishing technique.
- Learn how to compete in relays: practice baton changeover technique in teams of four in a straight line.
- Develop a short approach run before releasing a throwing implement
- Develop an understanding of pace

We look forward to seeing your Homelinks projects

As game designers we will..

- Design and create a computer program for a game
- Test and make necessary changes to their games
- Design original artwork and sounds to accompany their game
- Play and evaluate games focusing on points of improvement

As swimmers we will..

- Know a range of common items that have buoyancy to help someone in difficulty
- Understand the concept of pacing, based on distance and speed
- Be able to swim 50 meters front crawl

As musicians we will..

Be learning to write and perform songs with specific structure, using a range of tuned and untuned instruments.

- Sing songs
- Write arrangements of famous songs.
- Make sounds and music to pictures.
- Play melodies on tuned instruments.
- Perform songs with changing tempi.
- Perform off beat rhythms.
- Learn to sing and play chromatic pitches.
- Use dynamics effectively

As artists we will..

- Replicate formula 1 drivers looking from inside their racing helmets.
- As a part of our F1 in Schools project, the children will colour and design formula 1 cars and T shirts ready for the race day.