

SCIENCE

Light

- ❖ light is needed in order to see things and that dark is the absence of light
- ❖ light is reflected from surfaces
- ❖ light from the sun can be dangerous; ways to protect their eyes
- ❖ shadows are formed when the light from a light source is blocked by a solid object
- ❖ find patterns in the way that the size of shadows change.

Electricity

- ❖ common appliances that run on electricity
- ❖ construct a simple series electrical circuit, identifying and naming its basic parts,
- ❖ Investigate switches
- ❖ common conductors and insulators,
- ❖ *Famous Victorian inventors e.g. William Armstrong*

MATHS (see attached sheet for objectives)

- ❖ Maths Outdoors

ART

Investigating pattern

- ❖ Create patterns by combining shape and colour.
- ❖ Experiment with marbling
- ❖ Textiles – basic sewing stitches
- ❖ Look at work of famous Victorian artists e.g. William Morris

DESIGN AND TECHNOLOGY

Lighting it up

- ❖ Make a battery-operated circuit using a switch.
- ❖ Use this knowledge to design a light for a Victorian room.

ENGLISH

- ❖ Fairy stories and playscripts
- ❖ Poetic form – haiku, tanka, cinquains
- ❖ Humorous poems
- ❖ Persuasive writing
- ❖ Weekly spellings & phonics
- ❖ Journal
- ❖ Grammar and punctuation
- ❖ Drama activities
- ❖ Handwriting –Victorian cursive style



GEOGRAPHY

Investigating our local area

- ❖ Where is Riding Mill in relation to other places?
- ❖ Routes around the village
- ❖ Changes that have taken place
- ❖ Main land uses

P.E.

- ❖ Invasion games, country dancing, swimming.
- ❖ Victorian games.

PSHE/CITIZENSHIP

- ❖ Relationships
- ❖ Changes

MUSIC

The Good Old Days

- ❖ Listen to and perform Victorian music hall songs;
- ❖ Compose music and make improvements to own work;
- ❖ Invent lyrics to set rhythm patterns.

HISTORY

A Victorian childhood

- ❖ Who were the Victorians?
- ❖ Compare the lives of the rich and poor.
- ❖ Working children.
- ❖ Those who helped to improve children's lives.
- ❖ School, pastimes and games.
- ❖ Victorian Riding Mill
- ❖ Visit to Beamish – Victorian school lesson

R.E.

- ❖ Jesus the man who changed lives
- ❖ Expressing Christian faith through art

COMPUTING

- ❖ Develop images using repeating patterns;
- ❖ Use graphics programs to design wallpaper, tiles, fabrics and windows inspired by famous Victorian artists.
- ❖ Save and print the designs and use to decorate a room in a Victorian house.
- ❖ Email detectives
- ❖ Using Makey Makey to create a circuit

FRENCH

- ❖ The weather
- ❖ Numbers from 20 onwards
- ❖ Ice-cream flavours
- ❖ Likes and dislikes