







What makes a good habitat?

| Our subjects | Target | Learning Objectives |
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|  Geography and History | Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies. A local history study e.g. the Victorians, the Railway, WW1 and WW2 and the role played by Leigh on Sea. | How has my locality changed over time? |
| | | How do we evaluate a range of sources of information? |
|  Music | To improvise and compose music for a range of purposes using the inter-related dimensions of music. | What sounds, technology and instruments can be used to create music? |
| | | Can we create music which demonstrates an understanding of structure? |
|  PE: Athletics and Rounders | Use running, jumping, throwing and catching in isolation and in combination. | How can you demonstrate good control, strength, speed & stamina in a variety of athletic events? |
| | | Why is technique so important in a variety of events? |
| | | How do you combine apply core hand-eye co-ordination skills in the game of Rounders? |
|  RE | Believing - What difference does it make to believe in Ahimsa (harmlessness), Grace, and Ummah (community)? | What are some of the impacts of religious commitment on life? |
| | | How do Muslim people build their community, the Ummah, by following their Prophet? |
| | | What matters most in the worldwide Muslim community?? |
| | | What are some reasons for the importance of generosity? |
| | | What did Jesus say and teach about forgiveness and grace? |
|  PSHE | To compare the features of a healthy and unhealthy friendship; to manage and learn about the shared responsibility if someone is put under pressure. | What is 'mental health'? |
| | | How can I look after my own mental health? |
| | | What are the stages of grief during a loss? |
| | | What are the signs of people trying to gain power or control? |
|  Computing | To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. | Can you create variables within a game? |
| | | How do we create a text-based adventure game? |