

Vancouver Class Autumn 2 Medium Term Planning- Foundation Subjects

	History PKC The Transatlantic Slave Trade	Geography PKC Mountains	Art PKC	French	Music	DT	Computing Online safety & Spreadsheets
1	Carryover last lesson of the Birth of the British Empire and complete end of unit quiz.	Lesson 1 K: To know a mountain is a large landform that rises high above the land around it.	Lesson 1 K: To know that Islamic art and architecture relate to the religion of Islam or the Islamic world.	WALT: write about ourselves in French.	Lesson 1 To know that an ostinato is a short phrase which is repeated throughout a piece of music		From last term to complete: Quizzing Lesson 4 - Creating a Quiz.
2	Lesson 1 K: To understand the origins of the transatlantic slave trade.	Lesson 2 K: To know the Alps are a mountain range in Europe that crosses into several countries.	Lesson 2 K: To understand that Islamic art uses calligraphy, geometric and vegetal patterns	WALT: write about brothers and sisters.	Lesson 2 To know that a canon is where a melody is played and then imitated shortly afterwards by another part .	Lesson 1 K: To understand how a cams mechanism works K: To understand how to create a design	From last term to complete: Quizzing Lesson 5 - Completing, Debugging and Testing Quizzes.
3	Lesson 2 K: To understand the conditions faced by slaves during the Atlantic passage.	Lesson 3 K: To know that Mount Everest, in the Himalayas, is the world's tallest mountain.	Lesson 3 K: To know common features of Islamic architecture	WALT: have and record a simple conversation in French.	Lesson 3 To know Pachelbel's Canon was written for stringed instruments	Lesson 2 Make	Game Creator - Lesson 1 To evaluate the features of a successful video game.
4	Lesson 3 K: To understand the conditions in which enslaved Africans faced in the Americas	Lesson 4 K: To identify North and South American mountain ranges.	Lesson 4 K: To understand the Alhambra shows features of Islamic art and architecture.	WALT: talk about subjects.	Lesson 4 To know that we can use hand signals, words and symbols to represent pitch	Lesson 2 Make	Game Creator - Lesson 2 To plan a game in 2DIY3D.

5	Lesson 4 K: To know that the slave trade was abolished in 1807.	Lesson 5 K: To locate the Ethiopian Highlands and Mount Kilimanjaro.	Lesson 5 K: To understand Begum's work is influenced by Islamic art and architecture.	WALT: talk about likes and dislikes at school.	Lesson 5 To know that we can give different pitches letter names, which we can show with a dot on a stave	Lesson 4 Evaluate	Christingle Service church
6	Lesson 5 K: Thomas Clarkson was one of the leading abolitionists in Britain against the Transatlantic Slave Trade.	Assessment	Lesson 6 Complete clay tile.	WALT: ask and say the time.	Lesson 6 To know that we can evaluate a performance to make it better next time		Game Creator - Lesson 3 To design and use game sprites. Christmas Fayre @ 2pm
7	Assessment			WALT: talk about the timings of the school day.	Young Voices		Game Creator - Lesson 4 To add features to a game world and check playability.