

Curriculum Overview for The Amazing UK – Autumn Term Year A

English

During this term we will be writing various text types, including a diary, poetry, mystery story, innovated story, non-chronological report, newspaper article and poster / leaflet, plus a letter. Grammar will be taught through the books we study which include Flotsam, Coming to England and The Manor House.

Design Technology (DT)

We will be designing and making pneumatic toys, learning about how to engineer these successfully with a base understanding of pneumatics first.

Art & Design

We will explore the work of key and prominent UK artists as well as those whose work we may not have heard of before.

Maths

At Ashill we run a cyclical program in maths where each term we revisit some of the major content in the curriculum. This term we will be looking at place value, calculation methods for the 4 operations, fractions and decimals and measurement (specifically length).

Geography

We will learn about the core elements of Geography such as directional information, (knowing NSEW,) and extending this to understanding up to eight compass points.

Music

In Autumn 1, we learn about jazz music and in Autumn 2 we look at Ancient China and music from this country as a contrast to the UK.

PE

During this term we will cover 'invasion' games such as netball and gymnastics to support understanding how our bodies move and stay healthy.

PSHE

During this term, we explore our thoughts and feelings, including how to think positively. We also cover 'getting on and falling out' to explore managing our friendships.

Science

In Autumn 1, we will be learning about sound including how we hear.

In Autumn 2 we will discover all about light, importantly that dark is the absence of light.

Religious Education

In the Autumn Term we look at the question, 'What is the Trinity?' through our own thoughts, looking at art, the Bible and RE teachings about this subject.

MFL

In French, we will be understanding the basics of learning French to start with, then using this to talk about animals.

Computing

To begin with, we will look at stop-frame animation and create a story using this, then photo editing to manipulate digital images.