Learning Centre – Summer term 2019
Context for Learning: 'A Window on the World'

As designers we will:
~ Explain how air pressure can be produced and make things move.
~ Explore and make simple pneumatic systems.
~ Design and make a pneumatic crocodile model.
~ Evaluate the finished model.

As artists we will:
Experience art activities using the different environments as a stimulus:
~ Create a mobile: weaving – using coloured textiles.
~ Study the artist Henri Rousseau.

As scientists we will investigate:
Earth and Space: we will learn…
~ How day and night occur.
~ The movement of the moon.
Animals:
~ Investigate the differences of all living things and their features.
~ Identify living things using simple classification keys.
~ Group living things.
~ Investigate the homes of living things.
~ Research Charles Darwin.
~ Identify living things in the local environment.
~ Plan an investigation related to the habitat of woodlice.
~ Describe the effect of environmental dangers on species.

As PCs we will: Using Scratch Jnr
~ Describe & use instructions to program a character.
~ Program a character to grow and shrink.
~ Use instructions to make the character move.
~ Use a repeat instruction.
~ Create programs that play a recorded sound.
~ create programs with a series of linked instructions.

A Window on the World

As mathematicians we will:
~ Recognise the place value of each digit in a two-digit number (tens, ones) including measures.
~ Learn & apply ×/÷ facts (2, **3,** 5 & 10 × tables).
~ Solve 1 step problems involving multiplication & division using concrete objects, pictures, arrays & repeated addition.
~ Show that × can be done in any order & ÷ can not.
~ Recognise, find and name a half, a quarter & 1 third of a shape or quantity. Use equivalence eg. 2/4 = ½.
~ Recognise all coins & notes; use £ symbol when solving 1 step & 2 step money problems
~ Interpret & construct simple pictograms; tally charts & block graphs. Compare categorical data.
~ Use length, mass & capacity measurement language. Record measurements.
~ Use appropriate standard units to measure length, mass & capacity.
~ Compare & order measurements using <, >, =.
~ Solve measurement and money problems in contexts.
~ Describe position, direction & movement – whole, half, quarter & three quarter turns. Observe right angles.

As writers we will be writing:
~ A persuasive 'Around the World' bus tour leaflet.
~ An animal journey story based on 'The Lion Inside'.
~ Instructions on how to catch a rainforest animal.
~ Emotive letters home from the characters in the Text 'Leaf'.
~ An ocean conservation poster.
~ Animal riddles.
~ **Geography based writing (see below).**

As geographers we will:
~ Investigate the world's continents and oceans.
~ Explore weather and climate around the world.
~ Use basic geographical vocabulary to refer to and describe key physical and human features of locations.
~ Use world maps, atlases and globes.

Hooks for Learning:
~ A trip to the Welsh Mountain zoo.

Role Play Opportunities: A tour bus & 'Look Out' centre
Children will:
~ Reinforce maths skills eg. using measures, time.
~ Develop speaking and listening skills.
~ Engage in a variety of writing & maths activities.