# How Can Robots Help Us?

## Computing

- How do we make code using Scratch?
- What is tinkering? What is debugging?
- How can we use Scratch to make an animation or game?

## Religious Education

- What is it like to be a Hindu in Britain today?
- What are the main beliefs of Hindus?
- What are the special places, festivals and books for Hindus?

## **PHSCE**

- What makes me special? Why do we need to keep clean?
- How can we keep ourselves healthy?
- What makes people feel happy? How do feelings affect our behaviour?
- What are the main differences between males and females?

## English

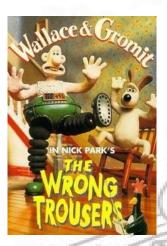
In English this half term our work will be based on Wallace and Gromit film The Wrong Trousers. We will be writing our own narrative story based on this as well as looking at newspaper reports.

## Maths

The children in Year 3 will spend most of this half term looking at multiplication and division before moving on to learn about money.

Year 4 children will being the term carrying on learning about multiplication and division before moving on to learn about area and beginning their work on fractions.

Times tables will form an important part of most of their work for this half term.



## General Knowledge and History

- What are robots and how are they used in the world around us?
- Who are some of the famous historic inventors locally and what are they famous for inventing?
- Are robots and inventions always a good thing?

## Science

- What are pushes and pulls?
- What materials or objects are magnetic or not?
- What makes a strong magnet? What are magnetic poles?
- Why do magnets attract and repel each other?

### Music

 What are the required notes and techniques needed to play the ukulele?

## <u>PE</u>

 This half term the children will be learning about different aspects of gymnastics on a Friday afternoon and taking part in indoor rowing on a Tuesday afternoon.

Otters Class Topic Web Spring Term 1

## **How Can Robots Help Us?**

PE

Take part in gymnastic activities and competitive games.

#### Computing

Pupils will design, write and debug programs that accomplish specific goals and solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

<u>History</u> A study of a theme in British history and history of an interest to the pupils. Learn about the great artists, architects and designers in history. Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

#### **Religious Education**

Study at least two other religions in depth. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism.

#### Music

Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy and control.

## **Science**

Notice that some forces need contact between two objects, but magnetic forces can act at a distance, observe how magnets attract or repel each other and attract some materials and not others, compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, identify some magnetic materials, describe magnets as having two poles, predict whether two magnets will attract or repel each other.

#### **PHSCE**

Health and well-being, all about me - Understanding personal change and responsibility, SRE: Growing & caring for ourselves, Valuing difference & keeping safe; Puberty, Healthy eating and exercise, Goal-setting and motivation, British values – personal opinions – liberty and respect.

#### **English**

Children will write stories of adventure, write in a journalistic style, write biographies, write recounts and write instructions.

#### Maths

Y3 Multiply and divide using efficient mental and formal written methods. Recall multiplication and division facts for multiplication tables up to 12 × 12. Add and subtract amounts of money to give change. (£ and p).

Y4 Multiply and divide using efficient mental and formal written methods. Use and apply measures to increasingly complex contexts. Recall multiplication and division facts for multiplication tables up to 12 × 12. Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.