

### Writing:

Children will explore fiction stories about inventions, including the story 'Rosie Revere, Engineer'. They will then plan and write their own story about an invention that goes wrong.

### Maths:

Compare and order lengths, mass, volume/capacity and use the appropriate standard units, using rulers, scales, thermometers and measuring vessels.

### Science: Uses of everyday materials

Children will be comparing the suitability of materials by carrying out tests and recording data. Understand that materials have different uses and that their properties make these fit for purpose.

### PE:

Children will develop and apply their ball chasing and floor work balance through competitive games.

### Music:

This Unit of Work consolidates the learning that has occurred during the year, focused around revisiting songs and musical activities, a context for the History of Music and the beginnings of the Language of Music.

## Our topic is: Inventors



## How do ideas turn into inventions?

### Hook

Children will look at a range of different inventions that have changed the world. They will debate what invention, in their opinion, has changed the world the most. What inventions could they not live without?

### Express

In a Dragon Den style the children will pitch their inventions to a panel of judges.

### PSHE:

Children will explore and discuss ways that they will change throughout their lives. They will also celebrate how each person is unique and special.

### Computing:

Children will be use ScratchJr to programme animations. Children will understand that sequences of commands have an outcome.

### DT:

Children will design, make and evaluate a functional, moving vehicle. They will consider and select from a wide range of materials and tools to make their vehicle fit for purpose.

### RE:

Children will explore the concept of change and understand that some changes we face are by choice and some are not and recall a story about Jesus and how Christians believe he changed their lives.

### History:

#### How did we learn to fly?

Children will identify important events that occurred in the past and explain how these significant events changed the lives of others. Look at a range of inventions, including flight travel and recognise the changes over time.

# Home learning opportunities!

**PE:** Our PE days are **Mondays** and **Fridays**.

Please ensure children wear suitable PE clothing in line with our school uniform policy. No football kits to be worn please.

## Creative Zone

Children could:

### Design and make a DIY Musical Instrument

— Invent a brand-new instrument using jars, elastic bands, boxes, rice, etc. They name it and create a sound demo.



### Invent Something for the Future You

— What will you need when you're 25? A homework robot? A teleporting lunchbox?

### Safe, simple experiments that feel like real engineering.

Balloon-Powered Car — Paper cups, straws, wheels from bottle caps, and a balloon.



## Maths

Encourage your child to regularly practise their maths skills using Numbots.



In preparation for our assessments, help your child to tell the time using an analogue clock, practise simple equations using column method or practise times tables for the 2, 5, 10 and 3 X tables.

## Reading:

Please encourage your child to read and change their reading book, remember to fill in their reading passport so we can share their success in school.

**Children should read at least 4 times per week and bring in their passports daily.**

## Key Dates

Monday 1<sup>st</sup> June

Back to school

Monday 15<sup>th</sup> June

Class photos

Monday 15<sup>th</sup>/Wednesday 17<sup>th</sup> June

Parents evening

Thursday 25<sup>th</sup> June

School Discos 4-5pm

Friday 3<sup>rd</sup> July

Summer Fayre

Tuesday 7<sup>th</sup> July

Parents in @ 14:30

Tuesday 14<sup>th</sup> July

Sports Day

Friday 17<sup>th</sup> July

Last day of school