

Curriculum Overview

KS3/4

Basic Skills topic: Clothes



Week	English	Maths	Science	K & U	Art / D&T / Music	ICT/ Computing	Homework
1 10/09/18	CF: non chron' report Water droplet story 'Smartest giant in town'- Phonics, sentence building- recall story, description, Rhyming words.	Number 1	Lesson 1: recap definitions of materials and their properties Lesson 2: testing properties – hardness; transparency; flexibility 3CF: Forces Push/pull Annotate pictures to show forces in action	L1: Water cycle recap – processes and key terms L2: World climate zones & link to appropriate clothing	Show music videos from various eras/ styles – discuss clothing and hairstyles etc. Pupils design their own clothing for a band/ artist of their choice.	Week 1 Pupils can use sequencing in programs Pupils can create and debug programs to accomplish specific goals Pupils can understand the term "algorithm" Pupils can predict the behaviour of simple programs	English Opinion on story (Who's favourite character etc.)
2 17/09/18	'Smartest giant in town'- Poster/	Number 2	Lesson 1: testing properties:	L3: Globalisation	Look at repeating	Week 2	Maths

	newspaper report on/ Letter writing.		waterproof – umbrella experiment Lesson 2: testing properties: absorbency experiment 3CF: Balanced/unbalanced forces Measuring forces, Net force	– what it means and how it came about. Where has your wardrobe come from? L4: Why make it abroad? 'It's all about the money, money money...'	patterns in clothing and compare to patterns in art – Islamic art/ Op Art – Bridget Riley etc. Pupils create a design using repeating patterns by drawing or creating a collage.	Pupils can use sequencing in programs Pupils can create and debug programs to accomplish specific goals Pupils can predict the behaviour of simple programs	
3 24/09/18	'Elves and the shoemaker'- phonics, sentence building, recall letter writing- thank you letter, story recall- story mapping.	Number 3	Lesson 1 & 2: Dissolving workbook 3CF: Friction – surfaces investigation Helpful/unhelpful	L5: The 'Sweatshop boys' Life behind our brands L6: Nike's swoosh' casefile	Show images of Gaudi buildings/ mosaics and discuss Pupils create their own mosaic pattern using squares of coloured card or mosaic tiles.	Week 3 Pupils can use sequencing in programs Pupils can create and debug programs to accomplish specific goals Pupils can input instructions	Science Friction ws

<p>4 01/10/18</p>	<p>'Elves and the shoemaker'- Change story/ magic shoes, Shopping list</p>	<p>Shape & Pattern 1</p>	<p>Lesson 1 & 2: Dissolving workbook</p> <p>3CF: Magnets: what materials are magnetic ? investigation sheet Mass and weight</p>	<p>L7: Production chains L8: Fair shares</p>	<p>Consider how patterns are used in music – listen as a class and identify patterns (e.g. a repeating line in a chorus or repeating percussion) Use percussion instruments to create a repeating pattern.</p>	<p><u>Week 4</u> Pupils can use sequencing in programs Pupils can create and debug programs to accomplish specific goals Pupils can input instructions Pupils can predict the behaviour of simple programs</p>	<p>K & U</p>
<p>5 08/10/18</p>	<p>'Emperors new clothes'- Comprehension, phonics, sentence building,</p>	<p>Shape & Pattern 2</p>	<p>Lesson 1 & 2: Separating materials</p> <p>3CF: Parachutes Air resistance (including in nature) Practical- make a parachute junk modelling</p>	<p>L9/10 'It's a (global) mystery'</p>	<p>Build on percussion patterns developed in the previous week and create a composition as a class or in small groups. Create a chant, poem or rap to</p>	<p><u>Week 5</u> Pupils can use sequencing in programs Pupils can create and debug programs to accomplish specific goals</p>	<p>English Find your favourite outfit to wear- Describe it in sentences.</p>

					accompany the percussion.	Pupils can input instructions	
6. 15/10/18	'Emperors new clothes'- Design new clothes using adjectives	Shape & Pattern 3	Lesson 1 & 2: Reversible / irreversible changes 3CF: Speed/acceleration review learning		Look at printmaking techniques – stencils, potato printing etc. Pupils use printmaking techniques to create a repeating pattern.	Week 6 Pupils can use sequencing in programs Pupils can create and debug programs to accomplish specific goals Pupils can input instructions Pupils can predict the behaviour of simple programs	Maths
7 22/10/18	Review- consolidate- phonics, sentences, mark making	Review & consolidate number & shape and pattern	Lesson 1 & 2: Magnets 3CF: Nutrition & digestion intro – review prior learning/knowledge healthy food plate		Look at images of work by artist Andy Goldsworthy. Pupils use natural found objects – leaves, stones etc to	Week 7 Catch up week	Science

					create a composition.		
29/10/18		<h1>Half term</h1>					
8 05/11/18	Poetry	Capacity 1	Seasonal changes 3CF: Nutrition & Digestion	History of fashion			K & U
9 12/11/18	Poems	Capacity 2					English
11 19/11/18	Fiction- Comprehension	Capacity 3					Maths
12 26/11/18	Fiction- Comprehension	Money 1					Science
13 03/12/18	Non-Fiction	Money & shopping					K & U
14 10/12/18	Non-Fiction.	Money & shopping					
15 17/12/18	Xmas/ review	End of term review					

Throughout the term pupils will use a range of computer skills across curricular