

Big Question: How has London changed in the last 150 years?

<p>English</p> <p>Non-Fiction: Labels, lists and captions</p> <p>Fiction: Narratives</p> <p>Linked to COP28</p> <p><i>The Blue Giant</i></p> <p><i>Dear Greenpeace</i></p> <p><i>The Girl Who Spoke to the Moon</i></p> <p><i>Commotion in the Ocean</i></p>	<p>Maths</p> <p>Subtraction</p> <p>Pupils will be learning that subtraction equations can be solved in three different ways:</p> <ul style="list-style-type: none"> -crossing out -number bonds -counting back 	<p>History/Geography</p> <p>Changes to London in the past 150 years</p> <p>Looking at different sources and looking at the similarities and differences</p> <p>Maps of London</p>
<p>Art and Design</p> <p>Kapow Scheme of Work</p> <p><u>Drawing</u></p> <p>Make Your Mark</p>	<p>Design and Technology</p> <p>Kapow Scheme of Work</p> <p><u>Mechanisms</u></p> <p>Wheels and axles</p>	<p>PSHE and Citizenship</p> <p>Jigsaw Scheme of Work</p> <p>Celebrating Difference</p>
<p>Science</p> <p>Everyday Materials: Knowledge</p> <p>Children will be learning to distinguish between an object and the material from which it is made. They will identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock and be able to describe, group and compare a variety of everyday materials.</p>	<p>RE</p> <p>Use the Newham Agreed Syllabus Plans</p> <p>What does it mean to belong?</p> <p>How do Christians celebrate Christmas?</p>	<p>Computing</p> <p>NCCE Scheme of Work</p> <p>Creating media</p> <p>Digital Painting</p> <p>Children will develop their understanding of a range of tools used for digital painting. They then use these tools to create their own digital paintings, while gaining inspiration from a range of artists' work.</p>
<p>PE</p> <p>Complete PE Scheme of Work</p> <p>Health and Wellbeing and Athletics</p>	<p>Music</p> <p>The Nutcracker (based around Tchaikovsky's ballet music)</p>	<p>Spanish</p> <p>Greetings</p> <p>Numbers up to 10</p> <p>Colours</p> <p>Simple questions</p>