

Term: Autumn 2

We will look at Victorian and contemporary portraits; the children will experiment with line, shape and tone and draw the portrait of Queen Victoria. We will use our sketch books and learn to evaluate and improve our work

Computing

Coding: children will learn that a character is an object that can be controlled to do actions when keys are pressed, and begin to develop an understanding of algorithms; children will practise using a keypress event to make an object change direction, and continue to use the terms 'algorithm' and 'execute' in a computer programming context

The children will engage in the classroom musical "Babushka", practise singing solo and in groups, explore tempo, beat and pitch.

Home



- weekly spelling tasks
- weekly maths tasks
- weekly grammar and punctuation tasks
- learning journey or science tasks
- Find out what was life like for children in the Victorian times.
- Discuss what objects are made from