## Spring 1 Planning

|  | 08.01.24 INSET <br> Writing Moderation | 16.01.24 RE Deep Dive \& RE <br> Day <br> All Year Groups <br> 16.01.24 Iris Hackney Library <br> Trip <br> Writing Moderation | 23.01.24 Thistle Hackney Library Trip | National Story Telling Week Oral Stories in Assembly | 07.02.24 Iris Pizza Express Trip |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Week 1 $09.01 .24$ | $\begin{aligned} & \text { Week } 2 \\ & 15.01 .24 \end{aligned}$ | $\begin{array}{\|l\|} \hline \text { Week } 3 \\ 22.01 .24 \end{array}$ | $\begin{aligned} & \text { Week } 4 \\ & 28.01 .24 \\ & \hline \end{aligned}$ | $\begin{aligned} & \hline \text { Week } 5 \\ & 05.02 .24 \end{aligned}$ |
| Standard of the week | Treat yourselves and others with respect. | Treat all property with respect. | Behave sensibly and safely around the school. | Achieve your best at all times. | Be kind and help others. |
| Debate of the Week | There should be a curfew for under 16s. | University education should be free. | Disney films provide bad role models to children. | Too much sugar is worse than too much fat in your diet. | Fireworks should be banned. |
| Maths | Multiplication and division |  |  |  | Perimeter |
|  | 1. Factor pairs <br> 2. Use factor pairs <br> 3.Multiply by 10 | 4. Multiply by 100 <br> 5.Divide by 10 <br> 6. Divide by 100 <br> 7.Related facts | 8.Informal written methods 9.Multiply 2 digit by 1 digit 10. Multiply 2 digit by 1 digit 11.Divide 2 digit by 1 | 12. Divide 2 digit by 1 digit <br> 13. Divide 3 digit by 1 digit <br> 14. Efficient multiplication | 1. Measure in km and m <br> 2.Equivalent lengths <br> 3.Perimeter on a grid <br> 4.Perimeter of a rectangle |
| Literacy | Recount (imaginative) <br> Interstellar Cinderella <br> 1. Features <br> 2. Read story- make CS word bank | Recount (imaginative) Interstellar Cinderella <br> 1. Freezeframe 'how' 'ly' adverbs and ' $\qquad$ ing' adverbial phrases in fronted position in sentences. e.g. Rushing against the clock, Sam knew it would be difficult <br> 2. Annotate photos and story pictures from roleplay (experience to include in recount) sentence of 3 for action e.g. <br> Sam rushed down the road, jumped on the bus and sank into his seat. <br> 3. Recount story map <br> 4. Write | Experiment write up? <br> 1. Research <br> 2. Plan <br> 3. Carry out experiment <br> 4. Write up <br> OR <br> Short burst: adverts (games) <br> 1. Features <br> 2. Advert plans- alliteration, exaggeration, exclamation <br> 3. Make adverts | Letters (sales to pitch board game) <br> 1.Features <br> 2. Research <br> 3. Plan <br> 4. Persuasive techniques (sentence work) | Letters (sales to pitch board game) <br> 1. Write intro and edit <br> 2. Write main body <br> 3. Write end <br> 4. Hot write |
| Vocabulary | electrical circuit | switch source | conductor insulator | circuit function | route switches |


| Reading Skill | Mixed (predict, vocabulary, blurb) | Evaluating | Clarifying | Retrieval | Summarising |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Class Reader | Kay's Marvellous Medicine |  |  |  |  |
| Science/CC | Electricity |  |  | DT: Electronics |  |
| RE Day: <br> Week 4 <br> How do different <br> Christians show their beliefs? <br> 1. Features of different churches <br> 2. Roleplay of a biblical story <br> 3. Paint stain glass windows <br> Creative: painting | There are a number of common electrical appliances. <br> Template of house- place appliances in rooms <br> Basic circuits can be made from wires, a power source and bulb and which symbols represent each part. <br> Identifying parts of a circuitcircuits with string and junk? Match symbols to components | An incomplete circuit will not light a bulb. <br> A switch opens and closes a circuit with a bulb. <br> Prepare to make circuits- plan for a clown circuit (see STEM) | An electrical conductor allows electricity to pass through it and that some materials are better conductors e.g. copper, iron and steel. <br> An electrical insulator does not allow electricity to pass through it. experiment? | As part of the design process, circuits can be used in different ways. <br> Electrical games such as Operation use circuits to function. <br> Play games with a circuitoperation, buzzer games | Make a working electric circuit by connecting buzzers, bulbs, batteries and switches using wires. <br> Use technical vocabulary related to the design brief. <br> Design/plan a game with a circuit and buzzer. Annotate with key and technical words. <br> Careers linked to electronics e.g. engineer, mechanic, games and toy designers. <br> Make game and evaluate |
| JIGSAW | INSET | Hopes and dreams (creative painting; show hopes and aspirations) | Broken dreams | Overcoming disappointment | Creating new dreams |
| Computing | Pupil Activity 1. Program inputs with loops, selection and sensing for interactions. | Pupil Activity 2. Write a program with audio outputs and inputs. | Pupil Activity 3. Debug a variety of programs (correcting errors) | Pupil Activity 4. <br> Use selection, data variables and operators. | Challenge Pupil Activity Program a Virtual Robot using Scratch blocks. |
| PE | Hockey |  |  |  |  |
| Music | Stevie Wonder |  |  |  |  |
| Spanish | La comida sana <br> To identify what foods/drinks are healthy/unhealthy. <br> Establishing vocabulary and core structures. Tengo hambre/sed, opinion phrases | La comida sana <br> To identify what foods/drinks are healthy/unhealthy. <br> Establishing vocabulary and core structures. Tengo hambre/sed, opinion phrases + | La comida sana <br> To identify what foods/drinks are healthy/unhealthy. <br> Establishing vocabulary and core structures. Tengo hambre/sed, opinion phrases | La comida sana <br> To use constructions using opinions + infinitives Structure production. | La comida sana To use constructions using opinions + infinitives Expansion. |

+ infinitives, es bueno/malo infinitives, es bueno/malo para + + infinitives, es bueno/malo

