Art/D.T.

The children will be designing and painting their own cover for a Harry Potter book after reviewing the wide range available. The children will be making their own wands, wand boxes. We will also be cooking for our exhibition banquet and café.

English

We will be studying a favourite poem to being the term—The Highwayman. This will be followed by a Harry Potter inspired playscript written and performed by the children. They will then write a recount of the event in a diary. After Half term we will be writing a rescue story inspired by the rescue of Sirius Black.

R.E.

WE will be learning about Sacred Places which will involve a trip to Truro Cathedral in the second half of the term.

PSHE

We will be using Harry Potter to explore values that we live by.

Music

We will be using our new Music scheme— Music Express and using Harry Potter music as our inspiration.

What can Harry Potter teach us about our values?

Final Outcome
Welcome an evening in the
Wizarding World!
Weds 28th June

Geography.

We will be finding out about Britain to discover where we would like to apparate to.

Visiting the archive service to explore old maps of Alverton and complete a local study, using maps, grid references and field work on a Moors Walk.

Science Lumos!

We will be finding out about electricity and light , making our own light bulb.

We will ben using our potions making classes to use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating

We will also be learning about evolution.

Maths

We will be working through the maths curriculum. Challenges about potions/measures/algebra/treasure hunts using co-ordinates. We will be making up codes for

P.E.

We will swimming this term (5 weeks for each year group) followed by team games which will include a Quidditch inspired game and culminate in a Tri-wizard Cup sports day. The children will continuw to have P.E. with Mr T.

Computing

We will be doing the ministry of code breaking. This is a unit about using Python– a programming language.