



History:

- 1) To make links between events and changes; giving reasons for them and explaining the result.

Native Americans

D&T:

- 1) To include an electrical circuit that produces more than one outcome e.g. Light and sound.
- 2) To evaluate existing products in relation to their purpose and audience.

Music:

- 1) To compose a soundscape (a performance that creates the experience of an acoustic environment e.g. Weather)
- 2) To compare pieces thinking about texture, structure, timbre and dynamics.
- 3) To explain how music has changed over time.

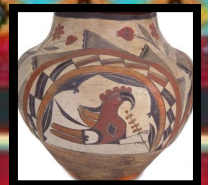


Geography:

- 1) To make his/her own simple thematic map based on his/her own data.
- 2) To explore and explain topical geographical issues in his/her places of study and understand how these issues have changed over time.

Science-Electricity:

- 1) To associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in a circuit
- 2) To compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches
- 3) To use recognised symbols when representing a simple circuit in a diagram



PSHE:

- 1) To recognise and challenge stereotypes.
- 2) To explain and understand the need to respect the differing ideas of a range of people in society.