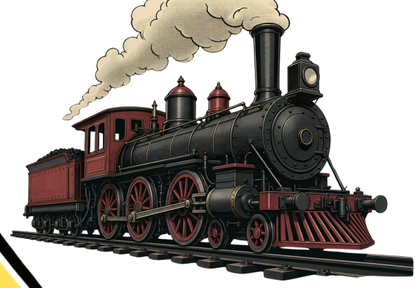
SANDY TOES AND MAP CODES





As geographers we will learn to use 4 figure grid references to describe locations within our local area. We will learn to read and use most symbols on an Ordnance Survey map.

As historians we will consider the impact of tourism in Weston Super Mare from the mid 17th century to the present day. We will find out when and why people started coming to WSM for recreational purposes, what was the impact of the railway and how did the town become a resort?

As artists we will understand what typography is and how designers work with fonts and layouts. We will create our own typography and combine it with visual elements to make our artwork.





What is 'tourism'?
Why did people start coming to Weston?
What is an ordnance survey map?
What is typography?
What was Weston like in the olden days?

CELEBRATION
MUSEUM ON THE WINDOW !

As English specialists we will consider what makes an effective setting description and character descriptions. We will study plot structures and character development before wriitng our own narrative extract.

As mathemeticians we will focus on the four operations: addition, subtraction, multiplication and division. We will introduce long multiplication (up to 4 digit number multiplied by a 2 digit number). We will investigate prime numbers, square numbers and cubed numbers as well as exploring multiples and factors.

Other subjects being taught throughout this project:

RE – Was Jesus the Messiah?

PE – Co-ordination and balance

PHSE – Managing friendships and peer influence, physical contact and feeling safe, responding respect-fully to a wide range of people; recognising prejudice and discrimination

Music – 'Vikings' - continued

French - La date (numbers/dates/ birthday - covers numbers 1-31)

IT - Online Safety: Health, well-being and lifestyle and Privacy and security
Confidently and regularly use text shortcuts such as cut, copy, paste and delete