Maths

The children will be focussing on geometry and properties of shape this term. This will include problem solving and with angles, angles in a triangle and on a line.

The children will also develop their knowledge of 3D shapes



This term the children will be researchers and will explore allotments to enable them to write non chronological reports.

We will also focus on Poetry and be interpreting different poems and creating our own!

Science

We will be looking at how plants grow and the best conditions required for optimal growth. The children will plant and harvest some of the vegetables in the school's allotment.



Allotment

This term the Phoenix Tribe will be investigating allotments and the different features of these environments. Along of the work will be focussed around the school's allotment and Polytunnel.

Drama (End of term preparations)

Pupils will be preparing and organising the end of term production called 'The next big step.'

We look forward to seeing you there!

Forest School

Forest school will be on Friday Mornings so please remember your kit.

P.E.

Tennis will continue on Monday afternoons and Fridays will be team games and athletics in preparation for sports day!

Children will be participating in the Brownlee Triathlon.

Y6 Residential

Yr 6 will go on a 2 day residential and have a go at a variety of activities.

Art & Design

This topic is fantastic for the children to be creative! We will be sketching using our shading skills plants and vegetables around the school environment.

In D.T children will be making propagators and will also make structures for growing plants such as wigwams.

Geography

Research the local area to discover the location of allotments. Children will compare different location across the world to investigate farming.

Make £5 Grow Project

Pupils will be participating in the make £5 grow project where they will be entrepreneurs and be required to plan and sell a product/service to raise money for the School's library courtesy of virgin money.