

## Hook

Children to partake in a water-based DT project in the first week of term.

## Spiritual and moral

Children will look at the moral and spiritual implications how we use water and how this impact on water shortages around the world. We will also look at the financial cost versus ecological benefits of providing effective sea defences.

## Learning beyond our Classroom

Use STEM centre to help children's understanding of the river system by physically making systems .

## Focussed Learning Outcomes

To create an outside water world incorporating different features of river systems, which they have learnt throughout the topic.

### Art

We will create mixed media collages. We will take inspiration from interpretations of water such as Monet's paintings.



### Geography



We will be looking at the physical features of rivers and coasts including flooding and other extreme weather. We will also study the water cycle and its impact on life such as the economic success of the countries through which they flow.

### English

We will write explanation texts based on the water cycle and use persuasive techniques to raise awareness of issues surrounding water shortages.

### Computing

We will be App Developers by developing a simple mobile phone app.

### DT

We will make a flood alarm system or rain sensor.

### R.E.

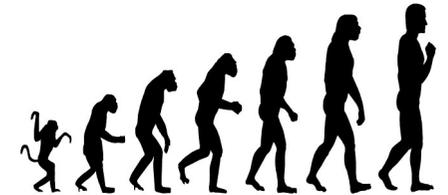
We will focus on the Hindu belief in one supreme God, Brahman and the role of the three deities of the Trimurti in the Hindu creation story and the cycle of Samsara.

### French

We will learn about the French artist, 'Monet' and his contemporaries. We will also learn to discuss our favourite ice-cream flavours.

### Scientists

We will study evolution and inheritance and the influential scientists in this field .



### Music

We will use instruments to improvise and sing songs about rivers and the water cycle.

### P.E

We will develop our athletic skills. We will also look at evaluating and improving our understanding of striking and fielding games and the strategies involved in these.



# On Tap...