

Summaries

Art and Design

- Look at large sculptures based upon human forms e.g. Antony Gormley's the Angel of the North or other figurative sculptures by him, or sculptures such as the Wicker Running Man by Serena de la Hey
- Consider the impact of a giant sculpture
- Imagine the studied sculpture moved overnight to a different stance. How might it look now? Draw and use a suitable medium to model the new stance.
- Create a class 3D life-size human form in a range of recycled materials

Science

- Exploring torches and how they work
- Using electrical circuits to create a 'robot' that lights up and buzzes in a variety of different ways
- Creating a fault finders guide for electrical failure and a 'homework machine'
- Stationary robot
- Electrical Q&A machine
- Explanation text

English

- Modern Legends based upon robots taking over the world in the future
- Instructions using the imperative tense
- Newspaper article
- Narrative (alternative conclusion/extension)
- Narrative opening
- Story map (planning)

Music

- Compose and perform electronic or synthesised music
- Explore effects of altering pitch, tone, rhythm, pace, dynamics etc.
- Robotic movement composition
- Electronic score for a SF film

Design & Technology

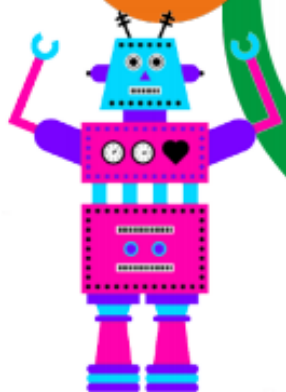
Pupils will develop in teams a controllable robot which moves and can push a ball, incorporating electrical and mechanical components (bulbs, cells, lights, buzzer, pulleys, motor, wheels and axles)

French

Pupils will learn the necessary language to create commands to direct a robot or other programmable device on a simple journey.

- Use language known in one context or topic in another context or topic colours, numbers
- Identify 2D shapes and name them in French
- Draw a robot from listening to aural clues alone
- Understand main points in song, story or passage
- Listen for clues to meaning e.g. key words, intonation
- Label robot using adjectives correctly
- To begin to understand imperatives in French
- Use imperatives orally and in writing to make directions for the robot
- Begin to use connectives
- Participate in Le Gouzi Gouzi (the Hokey Cokey)
- Recite a short piece of narrative from memory or by reading aloud
- Appreciate an aspect of French culture – paintings of Auguste Herbin and the cubist style

Who is taking control?



Applied Maths

Pupils will be introduced to 2 step function machines exploring different algorithms using the inverse for the four operations

Computing

- Design and write programs that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs
- Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs
- Use 'Scratch' programme to create a robot computer game