

Science Changing the brightness of the bulb by changing components in the circuit. Drawing circuits using the correct circuit symbols. Finding solutions to our questions through using different circuits. Investigating different types of insulators and conductors. Investigating how the volume of a buzzer can be changed.	Geography/History Investigating where in the world the most amount of electricity is produced through renewable systems.	Writing Creating a set of instructions outlining how to make the game. Writing a persuasive letter to the manager of a local toy shop. Designing a poster to advertise the game. Writing and recording an advert which can be played on the radio. Story writing and setting descriptions Texts Using a range of non-fiction text to answer the global questions decided upon by the children at the start of the topic. Eye of the Wolf by Daniel Pennac
Computing Using data loggers to record the brightness of bulbs and the loudness of a buzzer. Record an advert/ jingle which can be played on the radio. Computer science: Recognise networks and internet filtering systems. Online Safety: Super Digital citizen	Eagles Term: 1 Topic title: <i>Electrifying</i> 	Maths Using a range of measuring strategies to fit the electrical components into a game. Analysing the data from the data logger and drawing conclusions about the effectiveness of the circuit. In Maths we will be learning about: place value, the four operations (addition, subtraction, multiplication and division) and co-ordinates.
SMSC Jigsaw: Discussing how some people in the world live without electricity. Being Me in My World: Identifying goals for the year, global citizenship, children's universal rights, feeling welcome and valued, choices, consequences and rewards, group dynamics, democracy, having a voice, anti-social behaviour, role modelling RE: Theme: Beliefs and practices Key Question: What is the best way for a Muslim to show commitment to God? Religion: Islam	Dance/Drama/Music/PE: Analysing the use of music in radio adverts and jingles. Making a human network to show how information is passed around the world. Charanga Unit- Happy	Home Learning opportunities At home children can: Researching where electricity comes from and how we use our environment to do this.
Art Eye of the Wolf Artwork linked to English. Using paint to create different effects. Symmetry art - creating animal pictures with shading and detail using pencils.	DT: Investigating how games use simple circuits to show if an answer is correct. Designing our own game that includes a simple circuit. Making a game that includes a simple circuit and a range of components to tell the user if the answer is correct. Learning how to evaluate a game against the design brief.	Offsite visits/visitors Go to Year 2 to share our games