

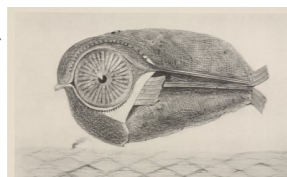
As writers we will :

Ensure the consistent and correct use of tense throughout a piece of writing. Note and develop initial ideas, drawing on reading and research where necessary. Identify the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own. Use a wide range of devices to build cohesion within and across paragraphs. Proof-read for spelling and punctuation errors. Select appropriate grammar and vocabulary to improve our writing.

As mathematicians we will focus on multiplication, fractions, decimals and percentages.

- To round decimals with two decimal places to the nearest whole number and to one decimal place
- To read, write, order and compare numbers with up to three decimal places
- To solve problems involving number up to three decimal places
- To recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal
- To solve problems which require knowing percentage and decimal equivalents and those fractions with a denominator of a multiple of 10 or 25.

As Artists we will: look at the Frottage or rubbing technique made famous by artists such as Max Ernst. We will use our observational skills and learn about the use of line, shape, value and texture.



HPL links for this half term are:

April



May



This half-term we will:

Discover why people around the world are thrill seekers.

There is nothing better than heading to a theme park to go on your favourite rides, but why do people spend hours queuing up for a one minute ride? In this topic we will investigate the reasons that theme park, rollercoasters and water parks are so popular. We will look at how our bodies react to fast travel and how people look to get an adrenaline boost from these rides. We will look at the history and future of roller coasters and study how much Science and Maths goes into planning and building a roller coaster.



As readers we will:

- Explore our book, Science of Roller Coasters: Energy - Karen Kenney. In this engaging title, young readers learn about different forms of energy! Different forms of energy such as potential and kinetic are explained, as are gravity, acceleration, velocity, g-forces, and centripetal force.

As scientists we will learn about Forces. We will learn about Newton's 3 laws of motion, how forces affect everything around us, how we need forces to help us move and slow down. We will also look at the forces involved in the design and building of rollercoasters.

As historians we will: identify the key events, dates and landmarks for the history of theme parks and rollercoasters.

As design and technologists we will: design and create our own theme park and rollercoasters.

As users of technology we take part in a Minecraft competition and put our knowledge of code and design tools to the test.

As citizens' of the UAE how theme parks provide an income source from tourists and how the UAE spends this money on government services.

GFS Curriculum Drivers linked to the National Agenda

Enterprise and Innovation	Eco and Environment	Inclusive Communities
<p>As innovators Design a 21st century theme park for children that others rides and experiences like no other place in the world.</p>	<p>As people concerned with the environment we will look how a theme park can be carbon neutral and help the environment.</p>	<p>As members of a community Discuss how theme parks are designed to offer rides to all people regardless of disabilities</p>

Opportunities for Enrichment	
School	Home
<ul style="list-style-type: none"> ♦ Engage in a virtual field trip to explore the best roller coasters in the world. 	<ul style="list-style-type: none"> ♦ Visit a theme park and investigate the most popular rides and attractions. Analyse the good and bad features of the theme park,