



Areas of learning

As Artists and Designers we will:

Study the work of Quentin Blake. We will learn about his styles and techniques and will create our own art work based on his style. <http://www.tes.co.uk/teaching-resources/Teachers-TV-Quentin-Blake-Power-of-illustration-6047869/>

As Scientists we will:

Identify and describe the function of different parts of plants: roots, stem, leaves, flower

Learn about the requirements of plants for life and growth (air, light, water, nutrients from soil and space) and how they vary from plant to plant.

Describe the ways in which nutrients, water and oxygen are transported within plants. Classifying plants and animals based on specific characteristics and identify how they are suited to their environment.

Mastery

As independent people we will:

Create our scientific experiments about the growth of plants.

Create our own art work based on the illustration in Rotten Island.

As people concerned with computing we will:

Use 2graph and Excel to create graphs relating to plant growth rates.

We will use ICT to record plant growth.

PHSE

- Identifying strengths and weaknesses in our work for others
- Working independently in written work
- Managing feelings and becoming self aware when discussing
- Giving constructive support and feedback to others
- Develop confidence in speaking and performing.

Learning Detectives

•Respond to, evaluate, explain, analyse, question and critique my own and other people's work against success criteria.

•Respond to marking (using red pen) and use the next steps to improve learning.

•Show how my learning has improved over time .

Immersion Activities

WOW Art day – introduce the book Rotten Island. Create art work based on Quentin Blake.

Final: Performance of the play Blooming Gorgeous

Key Text:

Rotten Island – William Steig

Blooming Gorgeous

Learning across the curriculum

Using communication

Writing, presenting and broadcasting

- We will write dialogue between two monsters on Rotten Island.
- We will create a travel brochure/leaflet advertising Rotten Island as a holiday destination.
- Write a scientific report about plants.
- Information text about the life of a bean.

Using mathematics

Interpreting Data

Create line graphs to compare growth of plants in Hillmorton and other places in the world.

Area and Perimeter

Children create a plan for their own 'Blooming Gorgeous' flower bed/garden. They find the area and perimeter of the different areas.

Using ICT

- **Developing ideas and making things happen**
Animation relating to plants growth

Searching

- Websites for finding out more about plants.

Personal development

Learning and thinking skills

- Asking relevant questions
- Analysing information
- Planning how to go about presenting information
- Communicating using data and the written word

Personal and emotional skills

- Identifying strengths and weaknesses in our work for others
- Working independently in written work
- Managing feelings and becoming self aware when discussing

Social skills

- Listening and responding appropriately to visitors from our local community
- Working collaboratively
- Giving constructive support and feedback to others

Subject Key Skills

History, geography and citizenship

Investigate

Undertake investigations and enquiries, using various methods, media and sources.

Analyse

Compare, interpret and analyse different types of evidence from a range of sources.

Communicate

Present and communicate findings in a range of ways and develop arguments and explanations using appropriate specialist vocabulary and techniques.

Consider and respond

Consider, respond to and debate alternative viewpoints in order to take informed and responsible action.

Science and design technology

Generate ideas

Observe and explore to generate ideas, define problems and pose questions in order to develop investigations and products.

Investigate, observe and record

Engage safely in practical investigations and experiments and gather and record evidence by observation and measurement.

Design, make and improve

Apply practical skills to design, make and improve products safely, taking account of users and purposes.

Explain

Communicate and model in order to explain and develop ideas, share findings and conclusions.

Evaluate

Continually make systematic evaluations when designing and making, to bring about improvements in processes and outcomes.

Art, dance and drama

Explore

Explore, investigate and experiment from a range of stimuli and starting points, roles, techniques, approaches, materials and media.

Create

Create, design, devise, compose and choreograph individual and collective work.

Improvise

Improvise, rehearse and refine in order to improve capability and the quality of artworks.

Present

Present, display and perform for a range of audiences, to develop and communicate ideas and evoke responses.

Evaluate

Use arts-specific vocabulary to respond to, evaluate, question and critique their own and other people's artistic works.

PSHE

Reflect and evaluate

Reflect on and evaluate evidence when making personal choices or bringing about improvements in performance and behaviour.

Plan and implement

Generate and implement ideas, plans and strategies, exploring alternatives.

Move with control

Move with ease, poise, stability and control in a range of physical contexts.

Present

Present, display and perform for a range of audiences, to develop and communicate ideas and evoke responses.

Evaluate

Use arts-specific vocabulary to respond to, evaluate, explain, analyse, question and critique their own and other people's artistic works.