


## History

- Use a range of historical sources or artefacts to build a picture of a historical event or person.
- Sequence and make connections between periods of world history on a timeline.
- Frame historically valid questions about continuity and change and construct informed responses.
- Explain how everyday life in an ancient civilisation changed or continued during different periods
- Compare and contrast an aspect of history across two or more periods studied.
- Sequence and make connections between periods of world history on a timeline.

**RE**—We are learning to understand how Sikhs show their commitment to God and to evaluate if there is a best way.

**Music**— Freedom to Improvise -

*KQ: How does music shape our way of life?*



## Summer Groundbreaking Greeks

### Art and Design—Expressionism

- Expressionism is a style of art aims to express the emotions of the subject rather than physical reality.
- Edvard Munch is a significant Expressionism artist. *The Scream* is one of his most familiar works and depicts the artist's feelings of anxiety.
- The Expressionist art movement used jagged, distorted lines and contrasting colours to paint compositions which portrayed instability and emotionally charged scenes.
- In expressionist art, colour is highly intense and non-naturalistic. The artist's use of brushwork is usually textured.

## Computing

- To plan a game.
- To design and create the game environment.
- To design and create the game quest.
- To finish and share the game.
- To self and peer evaluate.

### Science—Living Things and Their Habitats

- The life cycles of mammals, birds, amphibians and insects have similarities and differences. One difference is that amphibians and insects go through the process of metamorphosis.
- Reproduction is when an animal or plant produces one or more individuals similar to itself.