

Exploration Branscombe Spring 2016

'DEN'
Exploration – planning an expedition (Where will we go? What should we take?), using maps, globes, compasses, researching famous explorers
Space station investigations

Possible Activities
Solving real life problems, number puzzles and challenges
Writing own word problems for others to solve
Counting in different steps, including fractions and negative numbers
Order and compare fractions, decimals and percentages
Find equivalent fractions and use these to compare, add or subtract fractions. Relate fractions to pictorial representations of them
Calculate percentage discounts
Measure length and add to calculate perimeter
Investigating Roman numerals
Read and interpret line graphs, pie charts and tables, including timetables
Mathletics

Possible Activities
Gregory Cool by Caroline Binch – recounting a new experience
Window by Jeannie Baker – writing stories to fit this wordless book
Shackleton's Journey by William Grill – report of another explorer's journey (either side of half term)
Spelling, grammar and reading activities – linked to these sequences wherever possible

Possible Activities
Chronology – timeline – to keep events in order
Explorers over time, including Drake, Shackleton, Fiennes
What evidence is there of this exploration? How is evidence different for those three explorers?
Origins of navigation / cartography
Follow British astronaut going to ISS
Explorer Dome experience
Homework projects to find out about different explorers
Observing changes of state
Conductors and insulators
Solubility
Differences between dissolving and melting

Mathematical Development
(Problem solving, reasoning and numeracy)
Explore Numeracy skills through investigation in the classroom and in the outside environment.
Place value, including decimal numbers
Addition and subtraction
Exploring multiplication and division
Fractions, decimals and percentages

Communication, Language and Literacy
(Speaking and listening, reading, writing)
Using texts to support own writing and develop understanding of grammar
Guided reading focusing on comprehension, making predictions and questioning
Speaking and listening through DEN and circle time

THE VISIT/VISITOR
Visits from church leaders
Visit to Golden Hind
Visit Exeter Mosque and Cathedral
Explorer Dome

Knowledge and Understanding of the World
(Geography, History, Science)
Tudor exploration and explorers
Globes, the Americas, cartography
Properties of materials + states of matter
Earth and Space

Physical Development
(PE, Growth and Health)
Dance
Invasion games

Possible Activities
Tribal dances linked to explorers arriving on foreign shores, the Haka dances of New Zealand.
Football, netball and hockey skills
Passing and receiving
Defending and attacking
Working as a team

Possible Activities
Investigate denominations
Sacraments – both C of E and Catholic
Exploring the Eucharist with Reverend Hilary
Investigate baptism and confirmation.
Visit places of worship to compare and contrast
Exploring how people worship in different ways
Investigate Shia and Sunni beliefs within Islam
The 7 Cs for learning: Creativity, Communication, Collaboration, Confidence, Curiosity, Commitment, Craftsmanship
Teamwork – building effective relationships
Making and managing a budget

Personal, Social and Emotional Development
(RE, PSHE, Citizenship, SEAL)
What does it mean to belong to a religion?
Comparing within a faith
- Christianity – different denominations
- Islam – 5 pillars
Building relationships and growth mind set.
Money and finances, taxes and living within a budget.

Creative Development
(Art, D&T, Music, Role Play)
Textile Art
Sewing
Cross stitch
Timbre and pitch (Music)
Soundscapes – space
Design and make a self-propelling boat

Possible Activities
Illustrating a story – abstractly – using textiles
Use computing to create digital soundscapes, composition
Create samplers
Investigate boat designs and experiment with different ways of propelling a model boat
Listen to and compare pieces of music, including Tudor music. Use notation to play simple tunes and accompaniments.

Computing Activities
Keyboard skills – BBC "Dance Mat Typing"
Internet research, linked to History, Science, RE
Design cross stitch patterns using computer art packages. What are algorithms? Write an algorithm to draw a design or pattern.
Use computing to create digital soundscapes or compositions.

Modern Foreign Language - French
Body parts
Clothes
Directions / places
General conversation – asking and answering everyday questions