



Geography Skills

- Ask and respond to geographical questions.
- Use non-fiction books, stories, atlases, pictures/photos, satellite images and internet as sources of information.
- Begin to use 8 compass points.
- Use letter/no. co-ordinates to locate features on a map confidently.
- Know why a key is needed.
- Begin to identify significant places and environments.
- Begin to match boundaries.
- Locate places on large scale maps.
- Identify features on aerial/oblique photographs.

History Skills

- Compare with our life today.
- Use the library and internet for research.

Art Skills (Printing)

- Relief and impressed printing.
- Use sketchbook for recording textures/patterns.
- Interpret environmental and manmade patterns.
- Mono-printing.
- Modify and adapt print.
- Colour-mixing through overlapping colour prints.

Science Skills (Living things and their habitats)

- Recognise that living things can be grouped in a variety of ways.
- Classify and identify living things into broad groups.
- Explore and use a classification key to group, identify and name a variety of living things.
- Recognise that environments can change and this can sometimes pose a danger to living things.
- Explain how environmental changes have an impact on living things.

Theme: Marvellous Madagascar

Computing Skills (Programming)

- Give an on-screen robot directional instructions for (90/45) degree turns.
- Make turns, specifying the degrees.
- Use commands to draw a regular shape on screen.
- Repeat instructions to repeat regular shapes on screen using commands.
- Experiment with variables to control models.
- Give an on-screen robot specific directional instructions that takes them from x to y.

D&T Skills (Moving Monsters)

- Generate ideas for an item, considering its purpose and user.
- Make labelled drawings from different views showing specific features.
- Use simple graphical communication techniques.
- Evaluate products and establish a design criteria to be used for their designs.
- Plan the order of their work before starting.
- Think about their ideas as they make progress and be willing to change things if this helps them improve their work.
- Select appropriate tools and techniques for making their product.
- Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques.
- Join and combine materials and components accurately in temporary and permanent ways.
- Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including IT.
- Evaluate their product against original design criteria, e.g. how well did it meet its intended purpose?
- Evaluate their product by carrying out appropriate tests.

French Skills (Family friends)

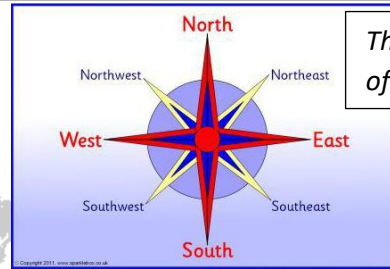
- Identify and introduce some of their relations.
- Name some common pets.
- Recognise some rooms in their home.
- Consider whether nouns are masculine or feminine.
- Make new sentences by substituting other vocabulary appropriately.
(- Use masculine/feminine articles and possessive pronouns.)

Key Vocabulary

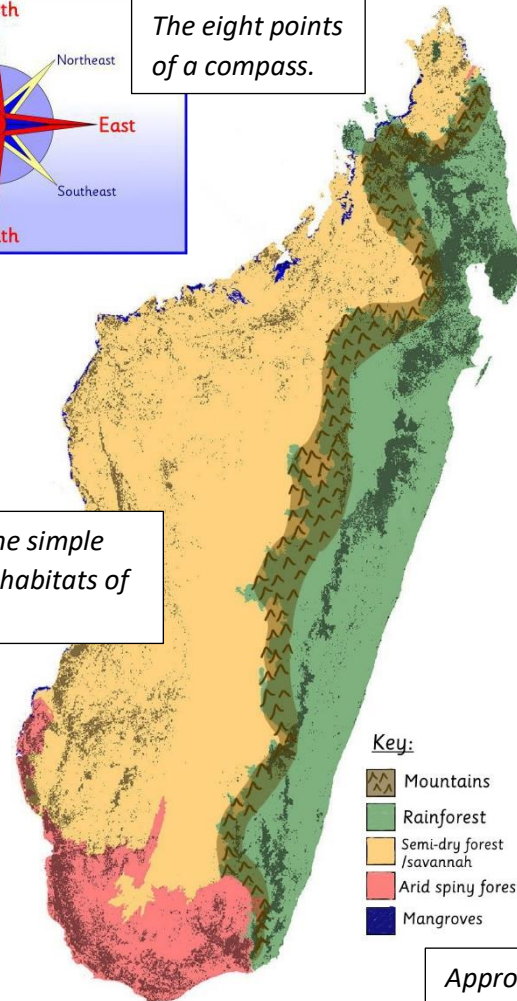
Arid, Endangered, Equator, Evolution, Export, Habitat, Import, Mangroves, Rainforest, Tropic of Capricorn.

Marvellous Madagascar

Map showing Madagascar in the world.



The eight points of a compass.



Map showing the simple geography and habitats of Madagascar.



Map showing the Tropic of Capricorn running through Madagascar.

- Key:
- Mountains
 - Rainforest
 - Semi-dry forest /savannah
 - Arid spiny forest
 - Mangroves

Key Vocabulary	
Arid	Extremely dry, for example a desert.
Endangered	At risk of becoming extinct.
Equator	Imaginary line around the width of the Earth, halfway between the North and South poles. Usually the hottest part of the world.
Evolution	The process by which animals change and adapt to their environment over millions of years.
Export	The sale of goods out of a country or region.
Extinct	When no more of a species survives.
Habitat	The surrounding area a living thing calls its natural home.
Import	The sale of goods into a country or region.
Mangroves	A swamp-like habitat made of tangled tree roots in tidal sea waters.
Rainforest	A diverse habitat dominated by tall trees. There is lots of rainfall here.
Tropic of Capricorn	Imaginary line South of the Equator. Inside the tropics it is hot and wet.

Approximately 90% of animals and 80% of plants found on Madagascar are endemic (found nowhere else), including these ring-tailed lemurs.

