



Geography Skills

- Begin to suggest questions for investigating
- Use primary and secondary sources of evidence in their investigations.
- Investigate places with more emphasis on the larger scale; contrasting and distant places.
- Analyse evidence and draw conclusions
- Use 4 figure co-ordinates confidently to locate features on a map.
- Use 8 compass points
- Confidently identify significant places and environments
- Use index and contents page within atlases.

French Units

- Transport; How do you go to school?; Directions; I like to move it; How do I get to...?

RE Skills

- Judaism - what they believe and how they worship - similarities and differences to Christianity.

PSHE Skills

- Living in the wider world - Money, making decisions, spending and saving.

Music Skills

- Identify stave crotchet minim semibreve
- Recognise short and long duration
- To discriminate between obvious differences in pitch and dynamics.
- To recognise like and unlike phrases.
- Describe legato and staccato
- To use body percussion performances or Sing un accompanied, accompanied and in unison
- Perform as a group.

Extreme Earth



D&T Skills

- Generate ideas through brainstorming and identify a purpose for their product.
- Develop a clear idea of what has to be done, plan to use materials, equipment and processes.
- Select appropriate materials, tools and techniques.
- Cut and join with accuracy to ensure a good-quality finish to the product
- Evaluate a product against the original design specification.

Computing Skills

- Understand and use spreadsheets.
- Explain how an algorithm works.
- Detect errors in a program and correct them.
- Check and refine a series of instructions.

Science Skills

- Identify and name the basic parts of a simple electric series circuit? (cells, wires, bulbs, switches, buzzers)
- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers, the on/off position of switches?
- Use recognised symbols when representing a simple circuit in a diagram?
- Make a parallel circuit?
- Explore different ways to test an idea, choose the best way, and give reasons?
- Identify the key factors when planning a fair test?
- Vary one factor whilst keeping the others the same in an experiment? Explain why they do this.
- Use information to make a prediction and give reasons for it?
- Use test results to make further predictions and set up further comparative tests?
- Suggest how to improve their work and say why they think this?

Key Vocabulary

climate, temperature, equator, precipitation, droughts, typhoon/hurricane, blizzard, tectonic plates, tsunami, active/dormant wires, bulbs, switches, buzzers, battery, circuit, series, conductors, insulators, amps, volts, cell

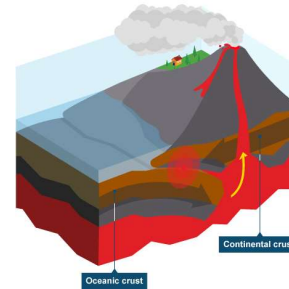
Types of Natural Disaster

Hurricane / Typhoon		A storm with a violent wind, in particular a tropical cyclone. Name dependent on the location on the Earth – Hurricane, Typhoon, Cyclone.
Drought		A prolonged period of abnormally low rainfall, leading to a shortage of water.
Blizzard		A severe snowstorm with high winds. Can cause avalanches at high altitudes.
Earthquakes		A sudden violent shaking of the ground, typically causing great destruction, as a result of movements within the earth's crust or volcanic action.
Tsunami		A long, high, sea wave caused by an earthquake or other underwater disturbance.

Tectonic Plates

A massive, irregularly shaped slab of solid rock. Plates vary and interact with each other in different ways.

Destructive Boundaries



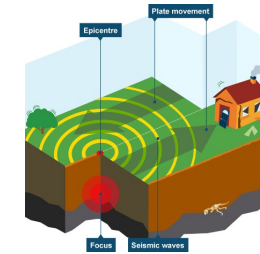
Plates push towards each other. A weaker plate is pushed down whilst the stronger plate rises up. This type of plate leads to **earthquakes** and **volcanoes**.

Constructive Boundaries



Plates move away from each other. Magma rises up between, forming **volcanoes**.

Conservative Boundaries



Plates slide against each other. Friction builds up and eventually releases in the form of **earthquakes**.



Climate vs Weather

Weather refers to short term atmospheric conditions. This includes things like sun, rain, wind, snow.

Climate refers to the weather of a specific region averaged over a long period of time. This includes examples such as: hot summers; cold winters; consistent temperature.

Weather is **what you get**; Climate is **what you expect**.

Extreme Earth

