Title: Crime and Punishment



Areas of Learning

During term 5, our theme is crime and punishment.

As historians, we will investigate how crime and punishment has changed all the way from Ancient Rome to World War II.

As artists, we will explore and take inspiration from artists such as Henri Matisse, Francis Bacon and Andy Warhol to create our own collages.

As geographers, we will investigate time zones.

At Marshfield, learning will be driven by:

Ambition

As ambitious people we will:

- Enjoy our learning
- Identify our own successes
- Always do our best
- Take pride in what we do
- Learn from our mistakes

Global Citizenship

To develop our understanding of the world and appreciate what it means to be a global citizen, we will:

- Learn Spanish words and phrases relating to food and drink; continue to learn Spanish grammar.
- Learn how to become good citizens through learning about the law throughout the ages.
- Discuss the importance of relationships and understand how to be careful online.

Creativity

To develop our creativity, we will:

- Learn to play the clarinet, using musical terminology such as pitch, rhythm, pulse and dynamics.
- Learn about different artists and come up with our own collage designs.
- Choreograph a circuit in PE.

Core Learning Skills	Successful Learner Skills	Essential Learning Objectives					
English	Feel safe and feel that 'I	Geography		History		RE	
This term we will be reading the book 'High Rise Mystery' written by Sharna Jackson. Fiction We will be writing a 'quest' story. Non-fiction We will be writing an persuasion text. Grammar • Evaluation of writing • Proof-reading • Writing for an audience • Developing plots • Using interesting word choices • Direct and reported speech	can' Have fun and enjoy my learning Learn with other learners Be involved in reviewing and improving my learning Have time Know why I am learning Ask questions and know what I could learn next Know and understand what I am learning Understand how I learn Know how to improve Know when and how I have been successful Have new/varied experiences	To investigate places. To investigate patterns. To communicate geographical	To build ly. To unde	To investigate and interpret the past. To build an overview of world history. To understand chronology. To communicate historically.		To understand beliefs and teachings. To understand practices and lifestyles. To understand how beliefs are conveyed. To reflect. To understand values.	
Different types of clauses Mathematics	RE, PE, PSHE	Science					
In mathematics, will be developing our knowledge and understanding of the following areas: Measure and Time: understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints measure and calculate the perimeter of composite rectilinear shapes in centrimetres and metres calculate and compare the area of rectangles (including squares), and including using standard units, square centrimenres (cm2) and square metres (m2) and estimate the area of irregular shapes estimate volume (for example, using 1cm3 blocks to build cuboids (including cubes) and capacity (for example, using water). use all four operations to solve problems involving measure (for example, length, mass, volume, money, using decimal notation, including scaling). Statistics: solve comparison, sum and differences problems using information presented in a line graph. Complete, read and interpret information in tables, including timetables.	In RE we will be exploring: 'When Jesus left, what was the impact of Pentecost?' In PE, we will be learning to develop our technical skills in netball. In PE, we will also be learning more about indoor athletics and will be creating our own circuits. In PSHE, we will learn about relationships.	Working Scientifically To work scientifically. To investigate, observe and record in a logical way. Engage safely in practical investigations or experiments.	Biology To understand plar To understand anir humans. To investigate living to understand evo inheritance.	nts. mals and ig things.	Chemistry To investigate materials.		Physics To understand movement, forces and magnets. To understand the Earth's movement in space. To investigate light and seeing. To investigate sound and hearing. To understand electrical circuits.
Computing	Values for Life	Art	Computing		DT		Music
In computing lessons, we will be learning about coding.	Justice	To develop ideas. To master techniques. To take inspiration from the greats.	To code. To connect. To communicate. To collect.	To master practical sunicate. To take inspiration for		skills. rom	To perform. To compose. To transcribe. To describe music.