Heroes and villains Learning Objectives

Week	Science	Art & Design	Computing	D&T	Music
Engage	Science	**Art & design** Use a range of modelling materials and tools, choosing the one most appropriate to a given task. Use a range of modelling materials and tools, choosing the one most appropriate to a given task. Identify interesting aspects of objects as a starting point for work Make suggestions for ways to adapt/improve their own artwork.	**Computing** Use software or search engines effectively.	**D&T** Plan which materials will be needed for a task and explain why. Share ideas through words, labelled sketches and models, recognising that designs have to meet a range of needs, including being fit for purpose.	**Music** Sing songs confidently both solo and in groups. Compare and contrast two pieces of music on the same theme.
Develop	Compare how things move on different surfaces. Forces and magnets Notice that some forces need contact between two objects, but magnetic forces can act at a distance. Observe how magnets attract or repel each other and attract some materials and not others.				Use relevant musical vocabulary (e.g. pitch, rhythm, pulse and tempo) when talking about the elements of music within a piece. Use written symbols both standard and invented to represent sounds. Use standard and invented symbols to represent sounds. Sing songs confidently both solo and in groups. Compare and contrast two pieces of music on the same theme. Create and repeat extended rhythmic patterns, vocally or by using clapping. Perform own part with increased control or accuracy when singing or playing both tuned and untuned instruments.
Innovate	Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials. Describe magnets as having two poles. Forces and magnets Predict whether two magnets will attract or repel each other, depending on which poles are facing		Co 5 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Co 6 Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		Mu 1 Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. Mu 5 Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians. Mu 4 Use and understand staff and other musical notations. Mu 2 Improvise and compose music for a range of purposes using the interrelated dimensions of music.
Express		**Art & design** Make suggestions for ways to adapt/improve their own artwork.			**Music** Perform own part with increased control or accuracy when singing or playing both tuned and untuned instruments. Perform own part with increased control or accuracy when singing or playing both tuned and untuned instruments.