



Towers, Tunnels and Turrets Learning Objectives



Week	History	Art & Design	Computing	D&T	Science	Geography
Engage	Learn about events beyond living memory that are significant nationally or globally.		Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.	Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.
Develop		Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.		Build structures, exploring how they can be made stronger, stiffer and more stable.		Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
Develop	Learn about events beyond living memory that are significant nationally or globally.			Build structures, exploring how they can be made stronger, stiffer and more stable. Build structures, exploring how they can be made stronger, stiffer and more stable.	Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.	Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
Innovate				Design purposeful, functional, appealing products for themselves and other users based on design criteria		
Express	Learn about the lives of significant individuals in the past who have contributed to national and international achievements.				Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.	Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.

