

Literacy

We will write diary entries in first person in the role of Hogarth, describing the night he first saw the Iron Man and in laying out a trap to capture him.

We will write a persuasive letter in role as a farmer to Hogarth's father with their advice about what to do with the Iron Man.

In role as newspaper reporters from the story the children will write an article reporting on the surprising and unusual events of Iron Man's challenge with the space monster.

We are going to be re-writing the narrative with different features. For example, placing Iron Man in a school setting, stood at the school gate.

The children could think about incorporating flashbacks into their stories, using unusual time frames to add an additional layer of detail to their stories.

DT

The children will be designing and creating their own robots. As well as focussing on the aesthetic features of their robot, they should consider the electrical circuit which will light up a feature of their robot.

This will link to Bilbo in his workshop.

Computing

We will be designing and writing a programme to control a robot's movements.

The children will be using sequence, selection and repetition within these programmes.

Understanding the World

Science

The children will construct simple electrical circuits using cells, wires, bulbs, switches and buzzers in order to understand how electricity works.

We will be investigating and identifying whether or not a lamp will light when we change the test conditions and remove and add in different components.

We are also going to be investigating the use of switches to open and close a circuit.

This will bring the children to designing their own circuits to light up a feature of their model robot.

Understanding the World

Geography

The children will be undertaking map work, locating and illustrating on a world map the locations that the space being shocks.

Mathematics

The children will be designing robots using different rectilinear shapes.

In doing this, they will be finding the area of parts of the robot by counting squares. Then can measure and calculate the perimeter.

We want the children to use their artistic and mathematical skills to draw symmetric robots, so that their bodies are exactly mirrored.

The children will be learning about and naming different shapes, considering their properties before using a combination of quadrilaterals and triangles to create their own robot.

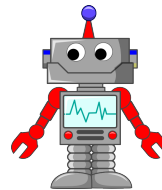
They are then going to look at how to create a key which refers to their robot, identifying which shapes are part of which shape family.

RE

We will think about the Easter story, considering the viewpoints and actions of Jesus and the disciples within the bible story 'The Road to Emmaus'.

We are going to be persuading each other that we have seen the presence of Jesus in someone else and linking this to bible stories and actions of other people.

Robots



Music

We will be creating a soundtrack for the beginning of the story to depict Iron Man's movements.

This will be linked into our language features, thinking about the repetition of how his movements are described within the text eg 'clink, clink, clink'. Children will experiment with instruments and sound features to represent the Iron man.