

# Stroud Canals

## A local history study

Through our work, we will learn how to:

### **Investigate and interpret the past**

**This concept involves understanding that our understanding of the past comes from an interpretation of the available evidence.**

- use evidence to ask questions and find answers to questions about the past.

### **Build an overview of world history**

**This concept involves an appreciation of the characteristic features of the past and an understanding that life is different for different sections of society**

- describe changes that have happened in the locality of the school throughout history.
- describe the social, ethnic, cultural or religious diversity of past society.
- describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children

### **Understand chronology**

**This concept involves an understanding of how to chart the passing of time and how some aspects of history studied were happening at similar times in different places.**

- place events, artefacts and historical figures on a time line using dates.
- understand the concept of change over time, representing this, along with evidence, on a time line.
- use dates and terms to describe events.

### **Communicate historically**

**This concept involves using historical vocabulary and techniques to convey information about the past.**

- use appropriate historical vocabulary to communicate, including: dates, time period era, change and chronology
- Use literacy, numeracy and computing skills to a good standard in order to communicate information about the past.

# Geography

In geography we will learn to:

## **Develop Ideas**

### **Investigate places**

**This concept involves understanding the geographical location of places and their physical and human features.**

- Ask and answer geographical questions about the physical and human characteristics of a location.
- Explain own views about locations, giving reasons.
- Use fieldwork to observe and record the human and physical features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.
- Use a range of resources to identify the key physical and human features of a location.
- Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, including hills, mountains, cities, rivers, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.

### **Investigate patterns**

**This concept involves understanding the relationships between the physical features of places and the human activity within them.**

- Describe how the locality of the school has changed over time.

## **Communicate geographically**

**This concept involves understanding geographical representations, vocabulary and techniques.**

**Describe key aspects of:**

- physical geography, including: rivers,
- human geography, including land use.

# Science

In science we will learn to:

## Work Scientifically

**This concept involves learning the methodologies of the discipline of science.**

- Ask relevant questions.
- Set up simple, practical enquiries and comparative and fair tests.
- Make accurate measurements using standard units, using a range of equipment, e.g. thermometers and data loggers.
- Gather, record, classify and present data in a variety of ways to help in answering questions.
- Record findings using simple scientific language, drawings, labelled diagrams, bar charts and tables.
- Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.
- Use results to draw simple conclusions and suggest improvements, new questions and predictions for setting up further tests.
- Identify differences, similarities or changes related to simple, scientific ideas and processes.
- Use straightforward, scientific evidence to answer questions or to support their findings.

## Chemistry

### Investigate materials

**This concept involves becoming familiar with a range of materials, their properties, uses and how they may be altered or changed.**

### Rocks and Soils

- Compare and group together different kinds of rocks on the basis of their simple, physical properties.
- Relate the simple physical properties of some rocks to their formation (igneous or sedimentary).
- Describe in simple terms how fossils are formed when things that have lived are trapped within sedimentary rock.
- Recognise that soils are made from rocks and organic matter.

## ***Biology***

### **Investigate living things**

**This concept involves becoming familiar with a wider range of living things, including insects and understanding life processes.**

- Recognise that living things can be grouped in a variety of ways.
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.
- Recognise that environments can change and that this can sometimes pose dangers to specific habitats

# Art and Design

In art and design we will learn to:

## Develop Ideas

- Develop ideas from first hand observation, experience and imagination.
- Collect information, sketches and resources.
- Adapt and refine ideas as they progress.
- Explore ideas in a variety of ways.
- Comment on artworks using visual language.

### Contextual references

*Leonardo Da Vinci*

*David Hockney*

*Henry Moore*

## Drawing

- Use different hardness of pencils to show line, tone and texture.
- Experiment with a variety of drawing and mark making materials, including pencil, pastel, ink, charcoal, etc.
- Sketch lightly (no rubber to correct mistakes).
- Continue to observe and develop the drawing of landscapes, patterns, faces and objects, with increasing accuracy.
- Draw for a sustained period of time at their own level.

### Contextual references

#### **Figurative**

*Leonardo Da Vinci*

*Amedeo Modigliani*

*Quentin Blake*

*Pablo Picasso*

*Albrecht Durer*

*Arthur Rackham*

*Marlene Dumas*

#### **Still life**

*Giorgio Morandi*

## Painting

- Use a number of brush techniques (e.g. stippling, blending, scraffito, dry brush, wet on wet) using a range of brushes to produce shapes, textures, patterns and lines.
- Mix colours effectively.
- Add white to colours (hues) to make tints and black to colours (hues) to make shades.
- Use watercolour paint to produce washes for backgrounds then add detail.

### Contextual references

#### **Figurative**

*Frida Kahlo*

*L. S. Lowry*

*Georges Seurat*

*Jean-Michel Basquiat*

*Roy Lichtenstein*

*Chris Ofili*

### **Landscape**

*David Hockney*

*Vincent Van Gogh*

*Gustav Klimt*

*Hundertwasser*

*Katsushika Hokusai*

*Georges Seurat*

### **Abstract**

*Bridget Riley*

*Joan Miro*

*Paul Klee*

*Wassily Kandinsky*

*Jackson Pollock*

*Mark Rothko*

*Piet Mondrian*

*Pacita Abad*

## **Print**

- Use layers of two or more colours.
- Replicate patterns observed in natural and built environments.
- Make printing blocks (e.g. collagraph, etching).
- Make repeating patterns.

### Contextual references

*William Morris*

*Andy Warhol*

*Mark Herald*

*Eric Ravillious*

*Arabic and Islamic art*

*Traditional Indian print*

- Create original pieces that are influenced by the study of others.

# Computing

In computing we will learn to:

## Code

**This concept involves developing an understanding of instructions, logic and sequences.**

**Motion** - use specified screen coordinates to control movement.

**Looks** - set the appearance of objects and create sequences of changes.

**Sound** -create and edit sounds. Control when they are heard, their volume, duration and rests.

**Draw** -control the shade of pens.

**Events** specify conditions to trigger events.

**Control** -use IF THEN conditions to control events or objects.

**Sensing** - create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions)

**Variable and Lists** use variables to store a value and functions to define, set, change, show and hide to control the variables.

## Operators

Use the reporter operators

() + ()

() - ()

() \* ()

() / ()

to perform calculations.