As Historians we will…

develop a timeline of the significant events that happened in post-war Hull. We will consider the impact of WWII on Hull, the existing fishing industry and its decline, the subsequent Triple Trawler Disaster and the key role that the Headscarf revolutionaries, lead by Lillian Bilocca, played in changing the future of the fishing industry in Hull. We will then consider Hull's ongoing legacy as we look at its period as the 'City of Culture' in 2017

Key Vocabulary

| campaign | headscarf revolutionaries | revolu- |
| heritage | post-war | Triple Trawler | Disaster |

As Readers we will…

Explore and evaluate a range of quality fiction and non-fiction texts, to enhance and develop our comprehension skills.

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Post War

As Writers we will…

Explore and experiment with the features of free verse poetry.

Use a range of punctuation and grammar to plan, create and develop our own play script using the book 'The Arrival' by Shaun Tan as inspiration. Finally, we

As Scientists we will…

Make observations in our own environment about how animals including humans develop from birth to old age (including puberty).

Create booklets to demonstrate our knowledge of key developmental stages and share these with each other.

Explore the life cycles of different plants and animal species through secondary sources.

In French we will…

learn how to say and write what we want to eat and/or drink using a short role-play in a French tea room.

As Mathematicians we will…

Continue our learning on Factors, Multiples and Primes.

We will then be focusing on Fractions in addition to regular times tables practice.

In Jigsaw we will…

explore the theme—Relationships

In RE we will…

Explore the question, 'Why do people of faith make a pilgrimage?'

In the Arts we will…

Be creative by drawing lines and shapes without purposefully drawing an object.

Explore the work of Joan Miró (a famous sculptor) and use his work as inspiration for our own creative sculptures.

In PE we will…

play competitive games, master basic movements including running, jumping, throwing and catching in isolation

In Computing we will…

use physical computing to explore the concept of selection in programming through the use of the Crumble programming environment.