# EVENTS – Time Travellers

**The children will:**

### English

- Write an Explanation about how a Science experiment from the 'Wonderlab' works
- Learn about persuasion and write a piece to encourage people to visit London and the Science Museum.
- Collaborate to write a non-linear class quest story.

### Art & Design

- Research great artists and architecture and see how it can be affected by moments in history.

### Computing

- Create an interactive display of an exhibition that can be accessed via computer technologies.

### Design & Technology

- *Will be covered in another topic or half term.*

### Mathematics

- Look at chronology.
- Learn about historical advancements in number.

### History

- Investigate an aspect or theme in British history of their choice.
  For example: crime and punishment; leisure and entertainment; inventions; clothing; food; buildings; or transport.
- Use research and experiences to create an interactive museum exhibit.

### French

- *Learn to talk about visiting different places in French.*

### Music

- *Take part in weekly 'Charanga' music sessions.*

### Science

- Study scientific advancements.
- Create an interactive display for their museum inspired by the London Science Museum.

### Physical Education

- *Learn to play Football or Rugby*
- *Real PE (Cognitive Skills)*

### Geography

*Will be covered in another topic or half term.*

### Religious Education

- Complete a Christianity unit answering the question 'What type of king is Jesus?'