



Key Question/Mystery		
Hooks for Learning (experiences which excite, motivate and hook the children into the learning to come)		
Engagement	Motivation	Thinking/Learning
<p>Children are given a selection of objects and are asked to make them move. They then share their methods and explain how they moved the different objects.</p> <p>Children are shown windmills and are asked to explore how these move. Children then explore what makes a good windmill.</p> <p>Children investigate the effect different blade sizes on the length of time a windmill turns. (OL)</p> <p>Children explore the force of friction and explain how different materials affect the way an object moves across the different surfaces.</p> <p>Children make predictions and then test a variety of objects to explore those which are magnetic.</p> <p>Children investigate what happens when two magnets are brought near each other. (SD)</p> <p>Look at the process of the water cycle – children make their own models which show the process of condensation and evaporation. (SD)</p> <p>Children sort food into different food types and they use this information to plan a healthy diet.</p>	<p>Demo using a slope how a river travels down a mountain - flows downhill and finds the most direct route. Using Google Maps follow the journey of River Dart - looking at the features. Children use Google Maps to look at River Exe. (OL)</p> <p>Children will explore the different features of a river. They will make drawings of the different physical features and jointly create journey collage together.</p> <p>How do people use rivers? Children play a game to explore how different categories of rivers are used by people. Children make an explanation wheel which explains how rivers are used.</p> <p>Look at work by Michelle Reader who made sculptures using recycled materials. Look at the work she did called Bellyful of plastics. (SD)</p> <p>Children use recycled materials to create their own sculptures of fish – Explore the shapes of different materials that they might use. The children also then look at</p>	<p>Children design and make their own magnetic games or moving models.</p> <p>Children plan and carry out their own tests to find out the strength of magnets.</p> <p>Children to locate and label the 10 major rivers of the world onto a world map. (SD)</p> <p>Children listen to a piece of classical music (The Moldau by Bedrich Smetana) that represents the journey of a river. (SD) Children create pictures relating to the music. How does it make you feel? Explore symbols for notation – where there are changes in pitch, speed and volume. What different sounds and instruments do you think you can hear?</p> <p>Explore why people settle near rivers. Look at the River Nile in Egypt and ask the children why was the Nile known as the gift of Egypt. Children make a simulation model of Egypt with the river Nile flowing through it, planting cress seeds to simulate crops. (SD)</p> <p>Look at the course of 5 different rivers and map the towns and cities – why do people settle near rivers? (BV)</p>

	<p>how to join these different materials together.</p> <p>Children design a new vertebrate species.</p>	<p>What do we need to survive? Children are shown a deserted island and find things that will help them to stay alive.</p> <p>Why do we have a skeleton? Sort animals into those that do and not have a skeleton. Children investigate how those animals without a skeleton move and protect themselves.</p> <p>How do muscles help us to move?</p>
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**KEY**

OL - Opportunities for Outdoor Learning

BV - Opportunities for Promoting British Values

SD - Opportunities for Promoting Spiritual Development

**Opportunities for Writing**

Poetry based on the journey of a river.

Children write a leaflet which gives the reader information about how they can stay healthy.

Write an explanation about how a windmill works.

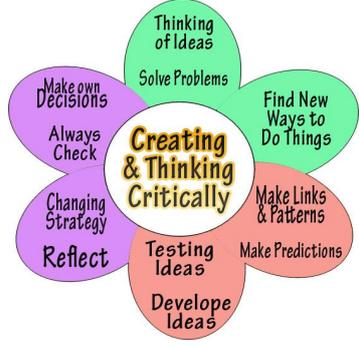
Children write scientific explanations which explain their results.

Write an explanation about the water cycle.

An explanation wheel which explains how rivers are used.

Write an advert about their magnetic games.

**Reflection on Learning**

Engagement	Motivation	Thinking/Learning
		

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Next Steps or Missed Opportunities

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