



Curriculum Newsletter

'That's All Folks!'

Theme Overview

"That's All Folks!" is a thematic unit based around the history and development of animation and cartoons. It teaches the beginnings of animation, looking at zoetropes and flip books, before moving on to the dawn of the Disney age. Then, the process of animation is explored further, with an opportunity for pupils to exchange their own design ideas and create their own animated films.

Maths

Place Value: Representing numbers up to 1000; flexible partitioning of numbers up to 1000; estimating numbers to 1000 on a number line; comparing and ordering numbers to 1000 and counting in 50s.

Addition and Subtraction: Recapping number bonds; adding and subtracting 1s, 10s and 100s; adding and subtracting across a 10 and a 100; adding and subtracting two numbers with and without exchanges.

Our Addition and Subtraction unit will continue after the half-term break.

English

We will have a five week focus on the spelling, punctuation and grammar objectives. We will then complete a three-week unit on non-chronological reports, writing our own reports on the history of animation. Each week we will learn a different spelling rule and we will be soft-tested on the rule during the week. We will start our whole-class reading sessions this year looking at a different text each week.

Science

As part of our Jiffy Science units, we will be learning all about the properties of materials as well as the different states of matter. We will explore how we can define solids, liquids and gases. We will then complete investigations to test different materials based on strength, solubility, and magnetism.

Art

Painting: In this unit, we will be exploring the art of Jack Kirby, an American comic book artist who is best known for creating Captain America! We will learn to use a variety of tools and techniques in our drawing and painting including different brush sizes and types. We will be experimenting with paint, learning how to create a range of secondary colours, shades and tones. We will also look at a range of different artists, craft makers and designers comparing and contrasting their different practices and disciplines.

Design Technology

We will be completing lots of exciting design technology projects in this unit. We will create our own Zoetropes as well as learning about levers and linkages to make our own prop to use in one of our animation projects.

Dance

We will start by having a go at animating or moulding the physicality of their partner. Then we will be involved in creative exploration and a game as we improvise characters and actions from cartoons and animations. This will lead into a duet sequence composition. Then we will further explore the identifying characteristics of different genres of cartoons and animations, before creating a small group composition.

PSHE

Goals and Targets: We will be exploring our own goals and aspirations, considering some of the challenges we may face on the way to achieving them. We will learn how to set simple goals and targets and explore how these are useful to help us achieve our long-term goals for the future.

Speaking and Listening

We will work in a variety of groupings to undertake tasks which develop our oral skills. We will begin by working with a talk partner to classify objects, then work in talk trios to employ thinking and imaginative skills to come up with ideas and hypotheses with regard to the future.

Computing

Animation: We will learn to create our own stop-frame animations. We will create story boards; designs sets and prop and then animate own own mini film. We will then have a film showcase to share our mini animations with another class in school.



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Wish you'd...
exchange ideas.