Literacy:

Children will be able to:
1) Identify and describe the main characters in 'Goodnight Mr.Tom' and explain what happens to them.
2) Identify and describe different settings in 'Goodnight Mr.Tom.'
3) Find some references to the war on 'Goodnight Mr. Tom' and research some detail about aspect of war independently.

Computing:
1) Use search technologies to create a presentation about an aspect of WW2.
2) The children plan their own computer game. They design characters and create a working prototype, which they develop further based on feedback they receive.

R.E: Creation
1) Explores how we become creators, which involves the two creation stories in Genesis.
2) What it means to be the people of God, as expressed by St. Paul and as expressed in the beatitudes.
Revelation
1) Explores how God is shown in our lives & through the work of others

Physical Education: Football
1) Children develop their defending, attacking and team play skills. All games include using skills, strategies and tactics to outwit the opposition.

Spanish:
Planned and taught by Mrs De-La Fuente

World War 2: Goodnight Mr.Tom

Music:
Planned and taught by Mrs Ayles

Numeracy:
Children will be able to:
1) Add and subtract using columnar method
2) Add and subtract numbers with 4/5 digits
3) Round numbers to the nearest 10, 100, 1000
4) Use rounding to check answers to calculations and determine, in the context of a problem levels of accuracy
5) Choose a sensible way of calculating when solving a problem
6) Solve one and two step word problems
7) Choose appropriate methods for mental calculation
8) Practice mental calculation with increasingly large numbers

History and Geography:
1) Research 'Kindertransport' and how it helped Jewish children.
2) Create a detailed timeline of WW2 events referenced in 'Goodnight Mr. Tom'
3) Create an annotated map to show where evacuees in WW2 travelled.

Art and Design Technology:
1) Sketch William Beech at the beginning and end of the story and/or sketch portraits of other characters from 'Goodnight Mr.Tom'
2) Paint bunting representing the flags of the Allied countries in WW2 for a VE Day party.
3) Make a model of the Anderson shelter.
4) Create a wartime menu with rationed food.