This half-term we will studying the modern classic, The Iron Man. Through this fantasy adventure, the children will learn about good overcoming evil and come to empathise with this fantastical character by considering themes of friendship, loneliness, guilt and heroism. Our Design Technology and Science will explore the book further through practical investigation and model making.

Hook / Sparkly Starter:	**Fab finish:**
Our 'awe and wonder' activity will explore the origins of The Iron Man through predicting and creating. The children will use the clues from the initial part of the text to consider which magical place The Iron Man has come from and represent this as a mini-world 3D construction or collage.	As a year group, we will showcase our marvellous mechanical models and celebrate our wonderful writing through story telling circles. We will complete the topic by enjoying the film version of The Iron Man.

English				Mathematics
Text	**SPAG Focus**	**Spelling focus**	**Writing focus**	**Money:** add and subtract amounts of money, including giving change: * Pounds and pence * Converting pounds and pence * Adding money * Subtracting money * Giving change **Statistics:** interpret and present data: * Solve one step and two step questions using information presented in: scaled bar charts, pictograms and tables **Times-table**s – continuing to practise and master both Year 2 multiplication facts (2s, 5s and 10s) and Year 3 multiplication facts (3s, 4s and 8s).
'The Iron Man' by Ted Hughes	Understand how words are related (word families) in form and meaning Inverted commas for speech	Learning words from the year 3 and 4 word list Sounds: Words ending with /g/ spelt 'gue' /sh/ spelt 'ch' /ai/ spelt 'ei' Prefixes and suffixes: Adding ly In and im Homophones	**Fiction:** Plan and record ideas Create characters, settings and plot Use rich and varied vocabulary Dialogue Use simple paragraphs **Non-fiction:** Organisational devices	

Topic objectives (Lead subject English, as above) **Supporting subjects: Design Technology and Science**	**Activities to meet objectives**
Design Technology: * Understand and use mechanical systems in products (E.g. levers) * Evaluate our product	* Construct and create a moving part of Iron Man using a lever system * Consider how successful our product was and suggest ways to improve

Science: * Identify that humans and some animals have skeletons and muscles for support, protection and movement * Ask relevant questions and use different types of scientific enquiries to answer them * Forces – compare how things move on different surfaces * Notice that some forces need contact between two objects but magnetic forces act at a distance * Observe how magnets attract or repel each other and attract some materials and not others	* Identify bones of a human skeleton * Compare endoskeletons of different animals * Discuss similarities and differences * Functions of a skeletons * Learn about the role muscles play within the human body * Children ask their own questions related to movement and consider how best to investigate this * Explore 'pushes and pulls' * Car ramp investigation * Sorting magnetic and non-magnetic materials * predicting and investigating when magnets attract or repel

PSCHE:
Going for Goals:
Set our own personal goals and consider the steps we can follow in order to achieve success!
Evaluating our achievements

RE:
Learn and retell Bible stories where miracles have happened and question whether Jesus really did perform miracles.

Computing: * Digital Literacy: Revisit the Golden Rules of Digital Literacy to ensure online safety and well-being * Data Handling	Music: * Using our voices with increasing accuracy, fluency, control and expression * Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions

PE:
Indoor PE: Dance – Perform dances using a range of movement patterns
Outdoor Games: Play competitive games (hockey) and apply basic principles suitable for attacking and defending