

English

To explore how to punctuate speech.
To learn to include different language features for effect on the reader, including; rhyming, alliteration, onomatopoeia, similes.
Write character profiles, including detailed descriptions.
Use text retrieval to answer questions about stories.
Write biographies about characters within stories.
To write instructions for our own recipes.
To retell stories.
Create storyboards to show events.
To predict events that could happen using clues from the text.
To learn to write labels and captions.
Write and act out plays.
Write newspaper reports to convey events in a different way.

Maths

Use grid method to multiply 2-digit numbers and 3-digit numbers by 2-digit numbers
Use long multiplication to multiply 2-digit numbers and 3-digit numbers by 2-digit numbers
Read timetables using the 24-hour clock
Calculate time intervals and find a given number of minutes or hours and minutes later
Draw and interpret line graphs and read intermediate points
Solve problems involving rate
Compare and order numbers with three decimals and place on a line
Convert between kilograms and grams, litres and millilitres, metres and kilometres
Use long multiplication to multiply pairs of 2-digit numbers together where one number is less than 30
Use rounding to estimate products

Science

Find out about the different senses and how we use them.
Plan a healthy menu.
To explore life processes of plants.
Explore dreams, what are they and why we have them.
Find out how fruits and vegetables grow.

Computing

Research different animals for fact files.
Present work clearly, using text, pictures and different fonts.
Design posters and labels using computer software.
Plan, record and edit a trailer for movies versions of the books.
Make stop motion animation videos.

Music

Compose a tune for The Grand High witch song.
The BFG uses trumpets to blow dreams into bedrooms.
Explore how trumpets work and the noises they make.
Write some of our own songs like the Oompa Loompas.

Roald Dahl

Titan Topic Web- Summer (2) 2018



Art and DT

To design, create and adapt ideas based on books.
Design a machine used to catch witches.
Draw and describe a giant. Think hard about their features.
Draw views that can be seen in the books.

Physical Education

Create dances for the Oompa Loompas.
Learn different passes in basketball.
Develop skills and strategies for shooting in basketball and football.
Develop strategies to help find spaces in order to gain advantage over other teams.

PSHCE

Make posters about stranger danger.
Think about feelings of characters at different points of stories.
The BFG is picked on by the other giants, explore bullying.

Geography

Find countries on maps.
Explore various environments.
Discover reasons why people and animals can inhabit different environments.
Draw maps, including keys.
Identify where giants can be found on maps.
Explore and research different types of weather.

History

Explore the history of witches.
Create time lines of chronological events.
Miss Honey describes Matilda as a genius. Explore and research other genius' within history and why they are known.
Draw a family tree of Charlie Bucket's relatives.