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Subject	Activity	Objectives
Science	1. Create infographic poster	Present the recorded data in a different way in order to help answer the question and make it easier to view Compare & group together everyday materials on the basis of their properties Recognise the impact of lifestyle on the way their bodies function and on the world in which they live
Science	1. Make a marble maze machine	Refine their design in response to test data Evaluate their outcomes in terms of forces and their effects
Geography	1. Mapping: 4 and 6 figure grid references	Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Use the 8 points of a compass, 4- and 6-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world
PSHE and PE	1. Treasure hunt fact finding	To consider how their choices and behaviour can have an impact on the environment To establish meaningful ways that they can positively impact the volume of waste they produce
DT	1. Design your own sustainable vehicle	To create a design for an electric vehicle (designing e.g. an annotated sketch) To learn about electrical and mechanical systems (gears and pulleys)
Maths	1. Graph the league table of top recycling councils	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs (Year 4) Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per 100', and write percentages as a fraction with denominator 100, and as a decimal fraction (Year 5)
Art	1. Recycled materials and art	To question and make thoughtful observations about starting points and select ideas to use in their work Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures