

Imaginative Learning Journey This Term Off with Her Head!



TOPIC OVERVIEW

What sort of man would order the beheading of his wife? Was she really that bad?

Travel back in time to the 1500s and meet the terrifying Tudors, a domineering dynasty that changed our history.

Discover an opulent court where dancing and singing goes hand in hand with swift falls from favour – and even swifter falling of heads!

Develop your painting skills in miniature, solve riddles and remember to protect your precious neck with a large white ruff – if you want to survive at Tudor court.

Flex your detective muscles and become a criminal investigator! Will you find out the facts, or will the evidence from the past bemuse you? How will you find the accused... innocent or guilty?

It's your turn to take part in one of the most famous trials the world has ever known!

SUBJECT OVERVIEWS

- ENGLISH: biographies; persuasive letters; dialogue; play scripts
- MATHS: four rules of number, angles, fractions, times tables challenge, daily WINS and weekly Basic Skills assessment.
- SCIENCE: Investigations Do we slow down as we get older? Why does a compass always point north? Why are zip wires so fast?
- ART and DESIGN: Look at and evaluate portraits by Hans Holbein and other artists of the Tudor period; create own Tudor portraits; sketching Tudor jewellery; creating a Tudor street.
- *COMPUTING:* 'We are artists' explore geometric art taking inspiration from the work of Escher, Riley and traditional Islamic artists; Internet safety.
- DESIGN and TECHNOLOGY:
 GEOGRAPHY: To compare maps from
 both Tudor and modern day London; use
 the web and other historical sources to find
 where Henry VIII lived and locate these on
 a map; to compare aerial views and plan
 views. To use Digimap.
- HISTORY: Use a range of source materials to produce a Tudor timeline; ask and answer historical questions e.g. why did Henry V111 marry six times?; Work in teams to find out about crime and punishment and compare with modern time; hold a mock trial of Anne Boleyn.
- PHYSICAL EDUCATION: rugby and netball.
- PSHE: Rules and Consequences; Look at and analyse the 'Ordinances of Eltham'
- R.E: Christianity the church; Lent and Easter
- MUSIC: Listen to a range of Tudor courtly music and learn a Tudor song. Beat and rhythm (composing)
- *FRENCH:* Days of the week, numbers to 30, classroom objects and instructions, body parts.

HOW TO HELP YOUR CHILD

- **Reading Books:** Please read with your child at least 3 times a week so that they complete the reading challenge. Please make sure your child's reading book is in their bag every day.
- Homework: English-Grammar or comprehension activity.
 Spellings - weekly
- Water bottles/snack: Your child may bring a healthy playtime snack e.g. fruit and fruit juice/water (no fizzy drinks please). You may send in a water bottle for lesson time.
- PE: Please ensure that your child has the correct kit in school (white t-shirt, black shorts, pumps and a spare pair of socks if your child normally wears tights