

Mathematician

- Place value- recognise the place value of a three digit number.
- Count from 0 in multiples of 4, 8, 50 and 100.
- Addition and subtraction- add and subtract numbers with up to three digits using formal written methods.
- Multiplication and division- write and calculate mathematical statements for multiplication and division using the multiplication tables they know.

Speaker / Reader / Writer

- The Stone Age Boy- write a recount and a narrative.
 - The Stig of the dump- persuasive letter, newspaper report and retelling a narrative from a 3rd person perspective.
- Handwriting focus
- Alan Peat sentences
- Sentence structure focus

Artist and Designer

- Cave paintings- design and paint using oil paints under dim lighting to mirror the Stone Age conditions.
 - Designer and Technologist
 - Make broth.
 - Design, make and evaluate a Stone Age house.

Historian

- Place events on a timeline with modelling- including the Bronze and Iron Age.
- Develop understanding of time period through sources, including limited sources- study the artefacts from the Stone Age.
 - Understanding writing/communication strategies of the time period- link to cave paintings.
- Use given information to form an argument, structured and modelled, asking and answering questions about sources- When was the best time period for weapons- stone, bronze or iron age?

THE STONE AGE

Scientist

Rocks

- Compare and group together different rocks.
- Describe how fossils are formed.
- Recognise what soil is made from.

Light and Dark

- Recognise the purpose and importance of light and dark.
- Notice that light is reflected from surfaces
- Recognise that light from the sun can be dangerous and that there are ways to protect their eyes
- Recognise that shadows are formed when the light from a light source is blocked by an opaque object
- Find patterns in the way that the size of shadows change.

Musician

Focus on music appreciation by listening to a range of high quality music; being confident to identify a range of musical instruments; finding the pulse within the context of different songs.

Information Technologist

- We are programmers- programming an animation based around Stone Age.
- We are bug fixers- finding and correcting bugs in programs.

Geographer

- Locate places on larger scale maps e.g Europe.
- Begin to match boundaries of Europe to the prehistoric map based on the Stone Age.
- Draw a sketch of a simple feature from observation or photo. Add colour, texture and detail to own field sketches. Add title and descriptive label with help- Use google earth to study the Stonehenge.

Sports Person

- MU coach focusing on attacking, defending and dribbling with a ball
- Stone Age dance linked with gymnastics.

Citizen of St Gabriel's

British Citizen

Global Citizen

Comparing our streets to the Stone Age streets.