

Why was London burning?



As Artists, Designers and Musicians we can…

- ✓ Use different effects within an IT paint package to create a picture of the Great Fire of London
- ✓ Using wheels and axels; design, create, test and evaluate our own model fire engines
- ✓ Perform our Christmas Nativity

As Historians we can…

- ✓ Know about an event that happened long ago, even before their grandparents were born (The Great Fire of London)
- ✓ Know what we use today instead of a number of older given artefacts
- ✓ Know about a famous person from outside the UK and explain why they are famous (Mary Seacole and Florence Nightingale)

As Readers and Writers we can…

- ✓ Write instructions about how to make a model fire engine
- ✓ Create a diary entry inspired by Samuel Pepys and Toby from our class text

As Computer Users we can…

- ✓ Know how technology is used in school and outside of school
- ✓ Looking at digital photography - organise, retrieve and manipulate digital content

Reading Text Links are…

- ✓ **Samuel Pepys diary**
- ✓ **Toby and the Great Fire of London** By Margaret Nash and Jane Cope
- ✓ The Baker's Boy and the Great Fire of London By Tom and Tony Bradman

Hooks for learning:

- ✓ **Visit from the local fire service**
- ✓ **Using fires in forest school**

As Religious Observers / Model Citizens we can…

- ✓ Understand how and why different religions celebrate special and sacred times
- ✓ Recognise things in common and differences, know how to play and work cooperatively and be able to share opinions.

As Scientists we can…

- ✓ Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
- ✓ Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

As Mathematicians we can…

- ✓ Add and subtract 1 and 2 digit numbers
- ✓ Find 10 more and 10 less than a number
- ✓ Solve missing number addition and subtraction problems
- ✓ Name 2D and 3D shapes and describe their properties
- ✓ Identify lines of symmetry

As Sports People we can…

- ✓ Change rhythm, speed, level and direction when linking movements to create a dance
- ✓ Use rolling and tactics in a game.