

Read, Write, Inc lessons to continue from current modules.

Literacy:

Children to create a gaming review (report writing) of 'angry birds', using a gaming magazine.
Instructional writing by explaining to someone how to complete a level. Creative writing - writing a news report from 'outside the nest - the scene of the crime'. To write and perform 'voiceovers' for the opening scenes of various levels. Children to write a prequel to angry birds from the pigs' perspective giving their reasons for stealing the eggs.
Weekly Guided Reading - understanding, describing, selecting information, events or ideas from the texts, using evidence from text to support answers.

P.E.

PESS Scheme of Work for Dance covered by Superstars during PPA.
Throwing for accuracy - throwing bean bags and frisbees (angry birds) into target areas such as hoops and nets.
Games - Rugby, hockey, invasion games skills.
Mixed groups playing both games alternate weeks.

Art - covered during PPA by Superstars. Design a new bird for a different habitat. Create and design papier mache angry birds. Make Mother's Day and Easter cards.

Science:

Create a branching database to compare and contrast both real and 'angry birds'. Investigate the habitats of birds and how birds have adapted to their environments. Testing which materials are best for elasticity to use in a catapult. Bird survey in the local woodland and compare with birds found around Cardiff Bay. Create an investigation where children test and measure the distances travelled using catapults with various materials and different angles/trajectory.

Numeracy

Maths - we will follow the scheme as set out in MMS. Daily tables practice.
Numeracy across the curriculum: Working out angles and trajectory of birds being propelled from a catapult. Logging data in a chart. Working out averages during a science investigation when catapulting 'birds'. Using measuring skills and 3D shapes during DT project when designing a catapult. Create bird pictures using geometric shapes such as ovals, rectangles, circles and triangles.

Year 3/4
Mid-term Plan
Angry Birds
2nd half Spring 2013

D.T.

Design and create a catapult
<http://ilearntechnology.com/?p=3970>. Design and create a tower using strengthening techniques.

Personal, Social and Health Education (PSHE) SEAL - 'It's Good to Be Me'.

Geography:

Migration patterns of birds: Where do they go? How far do they go?
Environmental factors affecting birds, e.g. oil slicks, forest fires, waste disposal, etc.
How do birds/animals predict environmental disasters?

Welsh:

Learn Welsh words for the colours of the birds and use similes to describe them.
Write a poem using these similes. Children to have conversations discussing their favourite angry birds, colours, etc and giving reasons.
Children to have conversations as 'angry birds', asking questions like 'pwy wyt ti, ble wyt ti'n byw?' etc. Create profile for angry birds in Welsh.

ICT

In ICT, main focus - drawing and animation. Children will use JIT to draw and design an angry birds level. Using the animation tool, children will create an animation to complete the level.
Record children's conversations in Welsh with Easi-Speak microphones and digital cameras. Create an Angry Birds presentation using Powerpoint - annotate and label walk through levels of the game from screen shots.
Compile a list of bird names and terms from dictionaries and thesaurus - log these in a bird template on www.tagxedo.com
Creative and collaborative writing using www.storybird.com

Music - Listen to and appraise the Angry Birds theme tune. Discuss the imagery this tune creates in the mind of the listener. Compose a drum beat as an accompaniment for the theme tune.

HOMEWORK

Design their own Angry Bird and write a profile about it.
Conduct a bird survey to compare with data collected in school.