

2023/2024 Forces / Living things (Summer Term)

Lesson	Topic	Learning Objectives	Activities/Resources/Links	Assessment / Outcomes
1	Forces	To understand that there are essentially two forces: push and pull	<p>Use of flipchart 1.</p> <p>Act out push and pull forces.</p> <p>Use worksheet to identify whether a force is a push or a pull.</p> <p>Play push and pull bingo</p>	I can identify whether a force is a push or a pull.
2	Forces	To understand the concept of friction. To predict how much friction a surface has.	<p>Use of flipchart 2</p> <p>Design and carry out experiment to test the friction of surfaces and their impact on the movement of a toy car. Make predictions and record results.</p> <p>Friction quiz.</p>	<p>I understand what type of surface has the most friction.</p> <p>I can make predictions, design and carry out an experiment and record my results.</p>
3	Forces	To understand that magnets (and the Earth) have north and south poles.	<p>Use of flipchart 3</p> <p>Make predictions about whether N and S poles of a bar magnet will repel or attract each other.</p> <p>Experiment and record results.</p>	<p>I understand that magnets have poles, and that like poles repel, while opposite poles attract.</p> <p>Ext: I can relate this knowledge to the poles of the Earth.</p>

4	Forces	To identify magnetic materials	Use of flipchart 4 Make predictions about which materials are magnetic. Experiment to prove predictions.	I understand that only metals are magnetic. Ext: Not all metals are magnetic: iron is the most common magnetic metal.
5	Forces	To experiment with magnets and their various strengths	Use of Magnet Strength PP Use a magnet to make a paperclip hover Predict and then experiment to discover which of four or five magnets is the strongest. Record results.	I can make predictions, carry out an experiment and record my results.
6	Forces	To create a game using magnets.	Use of Marvellous Magnets PP Design and make a game that will use magnets to carry an object through a maze.	I can design and make a game that will make effective use of magnets.
7	Living Things	To understand that creatures live in different habitats and adapt to their environment	Use of flipchart 1 Create a bar chart to show animals in their habitats.	I understand that animals adapt to their environment and live in different habitats.

8	Living Things	To know the difference between vertebrates and invertebrates	Flipchart 2 Organise animals into vertebrate or invertebrate groups on a worksheet.	I understand that vertebrates have a backbone and invertebrates do not.
9	Living Things	To confidently use a key to classify or identify a living creature.	Flipchart 3 Use a classification key to draw an imaginary creature.	I can use classification keys to identify creatures depending on their characteristics.
10	Living Things	To know the key characteristics of insects	Flipchart 4 Draw and label an insect	I know the key characteristics of an insect.
11	Living Things	To know the key characteristics of arachnids.	Flipchart 5 Label and write a fact file about spiders. Draw a colourful spider web (link to art)	I know the key characteristics of arachnids.