

	Learning objective	Main teaching	Activity	Resources	Vocabulary
Monday Art	To explore painting techniques	Today, we will explore watercolour painting techniques to create pattern: -wet-on-wet -salt -blotting Model painting a wash of colour, then trying each of the techniques to create pattern.	Using a large brush, paint a blue/green wash on a section of the paper. then try each of the following techniques (in different sections): -wet-on-wet -salt -blotting	watercolour paints water pot brush salt kitchen towel paper	pattern blotting technique
Tuesday Science and PE		See Miss Foster's Tuesday plans			
Wednesday Computing	To create, test and debug an algorithm	See Mrs Sycamore's computing plan			
Thursday Geography	To devise a simple map with a key	Look at some real examples of maps. Using slides and video clip, discuss what is a map, why do we use them? What does a map need? Look at map example, can we use the key to answer questions? Look back at the aerial photos- list the main features of Hunstanton as a class.	Make a map of either New Hunstanton or Old Hunstanton, including the main features we identified from the aerial photographs and the maps we looked at. Use symbols to label key features and draw a simple key to show what the symbols represent.	real map of Hunstanton Hunstanton tourist brochure slides plain paper	map features landmarks key
Friday PE	To throw for distance	Warm up – (with beanbags) throw, run, collect, throw, run, collect until the whistle blows. Stretches. Model underarm and overarm throwing with a beanbag. Ask chn to stand behind a line and practise throwing both overarm and underarm, trying to send the beanbag the greatest distance. Collect beanbag each time and repeat. Which technique was best for throwing a long distance?	In teams of 5, each team lined up behind a cone, take turns to throw overarm as far as possible. After throwing, run and collect your beanbag and go to the back of the line. Year group competitions – furthest throw of a beanbag. Adult marks the furthest throw each time by moving a throw-down spot to the position where the beanbag landed.	beanbags – one per child throw-down spots	throw distance underarm overarm