

	Learning objective	Main teaching	Activity	Resources	Vocabulary
Monday Art	To create texture	<p>We have looked at Turner's seascapes and have been learning about painting techniques and how to create a sea-like effect.</p> <p>Today we will explore creating texture underneath our paint by gluing wrinkled tissue paper onto the paper before painting it. We will see how best to create texture to look like waves/ripples in the sea.</p>	<p>First, using tissue paper in ocean-like colours, glue some onto your paper and push it around to create wrinkles and ridges</p> <p>Once the tissue paper is completely dry, paint watery ocean colours on top of the textured paper.</p>	<p>PVA glue and glue spreader tissue paper cartridge paper watercolour paints water pot brush</p>	<p>texture effect wrinkles ridges waves ripples</p>
Tuesday Science and PE		See Miss Foster's plans			
Wednesday Music		See Ms Austin's music plan			
Thursday Geography	To use simple grid references	<p>A grid reference tells you where something is on a map. There are two parts to a grid reference: The 1st letter or number tells you how far across the map something is. The 2nd letter or number tells you how far up the map something is. Watch this clip: https://www.bbc.co.uk/bitesize/topics/zbtp34j/articles/z6hxrj6 Model how to use grid references to find places on a map.</p>	In pairs, find places on Hunstanton map using grid references.	PowerPoint Hunstanton map with grid refs	map grid reference
Friday PE	To accelerate and run with speed	<p>Warm-up - Run with small steps/ arms folded/ arms pumping/ as if in water. Teach a standing start – 'on your marks' and 'set' positions. Practise this, with a whistle for 'go'. Teach sprinting technique:</p> <ul style="list-style-type: none"> • eyes to the front • straight path • arms bent at elbows • knees and feet 'picked up' • co-ordinated rhythm <p>https://coachingyoungathletes.com/2017/05/04/a-sample-sprints-lesson-plan-for-coaches-of-kids/</p>	Shuttle Relays	bean bags cones to mark start and finish scarf to pass in relay	run sprint accelerate decelerate relay race