

	Learning objective	Main teaching	Activity	Resources	Vocabulary
Monday Art	To explore ways to create colour	There are three primary colours, which can be mixed to create secondary colours. Today, we'll be mixing blue and yellow to make a range of shades of green. We'll also add a small amount of black or white to our greens to change the hue (how dark or light they are).	Explore mixing watercolour paints to create a range of hues appropriate to paintings of the sea. (Use a limited palette for this e.g. explore how many greens can be made using blue, yellow, black and white, or explore blues by adding black, white and a dash of red).	watercolour paints cartridge paper brushes water	mixing colour primary colours secondary colours hue dark light
Tuesday Science and PE		See Miss Foster's Tuesday plans			
Wednesday Computing		See Mrs Sycamore's computing plan			
Thursday Geography	To identify human and physical features of a coastal area	<p>-Use slides to recap physical and human features</p> <p>-Look at map, what can we see? Create a table of human and physical features – complete this in books.</p> <p>-Now look at the human features - what are the positive and negative impacts of these? Tourism- money, people-building, erosion, people- litter, nature affected.</p>	<p>Split page in half and write 'Physical' and 'Human' at the top of the columns. Complete the table using the map with features marked on it.</p> <p>Then, choose a human feature and create a list of the positive and negative impact these may have on Hunstanton.</p>	slides map	coastal features physical human
Friday PE	To explore leaping with control	<p>Demonstrate leaping (one foot to one foot).</p> <p>Place spots on the ground in a marked area. These are prickly hedgehogs. The children must run around, leaping over the spots when they come to one, being careful not to fall over or bump into anyone else.</p>	<p>Set up a variety of stations to move around, for example:</p> <ul style="list-style-type: none"> - leaping mini-hurdles - leaping across hoops laid on the ground - skipping with ropes or large hoops 	throw-down spots mini-hurdles hoops skipping ropes	leap control timing precision