

Once Upon a Time...



In this topic we will be learning about:

Art:

- Learn about the work of *Georges Seurat* and making links to their own work.
- To develop a range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Create a Pointillism picture of a traditional tale character.

Geography:

- Use basic geographical vocabulary to refer to: key physical features, including; beach, cliff, coast, forest etc.
- Key human features, including; city, town, village, farm etc.

Computing:

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.

R.E:

- To talk about what the word 'power' means, identifying things that are powerful.
- Recognise *Ganesh* as a powerful god to Hindus.
- To identify and talk about the importance of the power that *Ganesh* has.
- To talk about their own experiences of power.