



Driving Question:

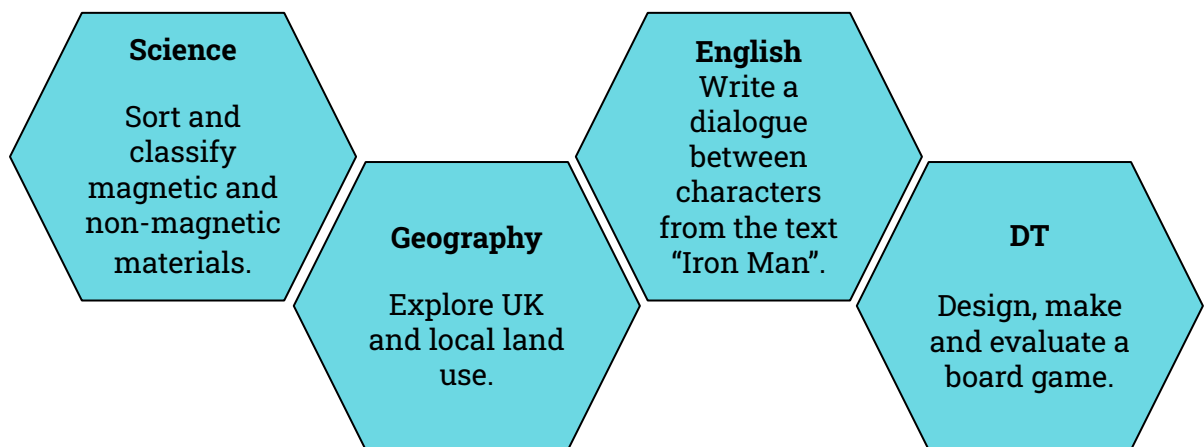
How could we, as designers, create a new magnetic game for children?

Launch:

We will be exploring a range of magnetic board games and toys and evaluating the use of magnets to enhance the gameplay experience.

Overview:

In our new topic, we will be taking on the role of designers, where we will be exploring how magnets can be used to create an engaging and enjoyable board game. Within this topic, we will be considering how magnets are used in everyday life and how and why magnets work.



Vocabulary:

magnet
force
pull
South Pole
North Pole
attract
repel
magnetism
push
compasses
direction

Learning conversations to have at home:

Investigate your home to find items which have a magnet inside of them.

Bags and jewelry might have a magnetic clasp to keep them closed. Your refrigerator door might have a magnet to keep it tightly closed to ensure the inside stays cold. Microwaves contain a magnet in order to create a magnetic wave to help heat your food.

Discuss with your child areas in the UK that you have travelled to or would like to go to. What does it look like there?

Ask your child to recall from Year 2 the capital cities within the UK: London, Cardiff, Belfast, Edinburgh.

Topic Home learning:

Choose your activity!
Why not research all about how magnets work and how they are used in the world around us?
Create a magnetic maze game.
Create a 3D replica of "The Iron Man".

**On or before: Monday 23rd
January**



Future Careers:

We will be joined by a game designer who can help us think about how games are used to educate, entertain and bring families together.

Landing:

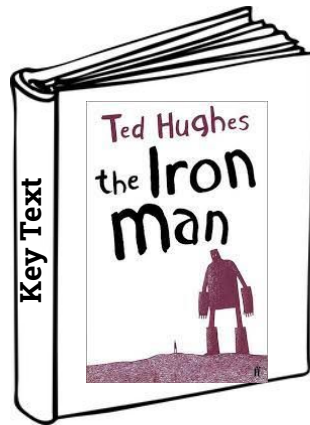
Following our learning about magnets, we will be inviting parents in to play our games and evaluate them.

Reading

This term our key text is 'The Iron Man' by Ted Hughes. The story is a classic tale of a boy who meets a character who becomes an ally and together they attempt to save the world from certain doom.

What would you do if you were playing and suddenly a giant robot came to life?

How does the Iron Man outsmart the dragon?



What is your favourite part of the story?

Which Jewell learning skills do the characters demonstrate?

English

- ★ Narrative writing focus
- ★ Fronted Adverbials
- ★ [Subordinating Conjunctions](#)
- ★ Direct Speech

How can you help at home?

- At home or out and about, encourage children to come up with different [adjectives](#) to describe what you see.
- Discuss use of inverted commas in books. Find exciting verbs for 'said'.

Maths

- ★ Using formal methods to multiply and divide 2 digits by 1 digit
- ★ Measures - length and perimeter

How can you help at home?

- Encourage your child to practice their times tables for 10 mins a day on TTRockstars.
- When you are out shopping ask your child to add up two numbers mentally.

Science

We are learning how magnets can attract or repel with each other.

Geography

We are learning about United Kingdom and the local land use.

Music

We are learning about the history of reggae music and how it has developed.

PSHE

We are learning about why dreams and goals are important and how we can achieve them.

Art

We will be learning about sculptures and we will create a sculpture based on our text 'The Iron Man'.

Computing

We are learning how to create simple game pieces using a 3D printer.

Physical Education

We will be learning about dance and how movements can be sequenced together to create routines.

Physical Education

We are learning about using a racket to participate in net/wall games in our other weekly PE session.

French

We are learning the french names for different seasons and describing the weather.

Religious Education

We will be exploring miracles within our topic of Christianity.

Dates for the diary

Tuesday 3rd January - INSET day.