

### Design and Technology

Collect information from a number of different sources and use this information to inform design ideas in words, labelled sketches, diagrams and models, keeping in mind fitness for purpose and the end user.

Choose from a range of materials showing an understanding of their different characteristics.

Analyse the potential of a range of tools and use with accuracy.

### Geography

Draw sketch maps and plans using standardised symbols and a key.

Locate and name geographical features on an Ordnance Survey map.

Propose geographical questions, collecting and recording specific evidence to answer them.

Locate the countries of Europe (including Russia), North and South America.

Suggest which source material to use for a specific task, locating the information needed.

### **Traders and Raiders**



**Our keys skills this term:**  
3a

### Science- Light and Sound

Listen to and be able to identify a variety of familiar sounds and what is vibrating in each case.

Describe how sound travels through a medium to the outer ear and how sound is transferred to the inner ear.

Describe and demonstrate how the volume or pitch of a sound can be altered, using a range of equipment such as musical instruments.

Investigate and classify materials for their ability to insulate against sound.

Measure and compare the volume of a sound at different distances from its source, using appropriate equipment.

Recognise that certain sounds can be damaging for hearing and identify ways in which the ear can be protected.