

## Areas of Learning

-  English: Non-Fiction - Report, Inform, Persuade
-  Maths: Developing number sense
-  Science: Metals and their use
-  History: The British Empire
-  Geography: Coasts
-  RE: Expression, Experience and the Sacred
-  Art: Tribal Art and Pop Art
-  Computing: Representations and code
-  Technology: Cooking
-  PE: Net and wall games (table tennis)
-  MFL: Destination Vacancies
-  PSHE: Relationships
-  Music: BAND MUSCIANSHIP 2: THE BLUES



# Blidworth Provision Map Weeks 22-26

## Text: The Tempest by William Shakespeare





The Tempest is a play by William Shakespeare about magic, revenge, and forgiveness. It begins with a ship caught in a violent storm, which brings the passengers to a mysterious island. On the island lives Prospero, a powerful magician and the rightful Duke of Milan, who was betrayed by his brother Antonio and sent away years ago. Prospero uses his magic to control the island and its spirits, especially Ariel, a helpful air spirit. He also keeps a wild creature named Caliban as his servant. Prospero's plan is to use the shipwreck to teach his enemies a lesson. Through clever tricks, magical events, and confrontations, the people from the ship are tested. By the end of the play, Prospero forgives those who wronged him, gives up his magic, and prepares to return to Milan with his daughter, Miranda, who falls in love with Prince Ferdinand.

## Educational Visits

### Alton Towers








## Curiosity & Knowledge

-  English – William Shakespeare: The Tempest. Pupils will explore the story, characters, and themes of The Tempest through supported reading, discussion, and creative activities.
-  Maths – Pupils will strengthen their understanding of number skills, including the order of operations (BIDMAS).
-  Science- Pupils will explore the metals of the periodic table and investigate their uses in everyday life.
-  Computing – The children will learn how information can be communicated using different coding systems.

## Explore & Make

-  Geography – Exploring coastal environments, landscapes, and how coasts are formed.
-  History – Learning about the growth and impact of the British Empire.
-  Art & Design – Creating Pop Art inspired by the theme of freedom.
-  Modern Foreign Languages (French) – Learning vocabulary and phrases about holiday destinations and describing places and activities.
-  Music – Creating melodies and exploring different musical styles.
-  Religious Education – Exploring Humanism and discussing what shapes people's values.
-  Design & Technology – Developing basic cooking skills, food safety, and healthy eating.

## Health & Me

-  PSHE – Understanding social media, relationships and boundaries within relationships.
-  Outdoor Education – Pupils are developing their trekking and navigation skills furthering knowledge and skills needed within the Duke of Edinburgh requirements.
-  PE – Pupils will develop their rallying skills seeking to add spin to their shots to outwit an opponent.
-  Emotional Intelligence – Exploring kindness, compassion, and the impact of our actions on others.
-  Citizenship – Understanding plagiarism and the importance of honesty and giving credit for work.