

Literacy, Language and Communication

TEXT – Harry Potter and the Philosopher’s Stone

Write our own potion (Welsh vocabulary – instruction)

Fact file – history of a castle

Character description

Write and act out a play script.

Potion poetry

Magical beasts fact files

Own ending to the story.

Book report / film review

Job advert for a new wizard.

Skills:

See [Powys SoW](#) for breakdown within genres.

F Diary – Soliloquy and book review

F/NF - Technical Manual and supporting poster

NF Formal Letter – Persuasion and an invitation

F Poetry – Interpretation, structure and Vocabulary building

F Poetry – Free Verse, using metaphors and personification

Welsh:

Unit Yn Y Caffi

HALF TERM 1 – POTIONS



Maths and Numeracy

Maths:

- Place value
- Decimals
- Fractions
- Addition and subtraction
- Measure (Area & Perimeter)
- Multiplication and division
- Diagnostic questions/abacus
- Measure – angles
- Circles

Numeracy:

Area and perimeter of a castle

Cauldrons – ratio

Cauldrons - volume and capacity

Locate Hogwarts – grid reference, time, distance, cost to get there.

Pick a location for a Welsh Hogwarts

Map Reading: 4 and 6 figure grid reference, Scale, Co-ordinates.

Data collection – tables, graphs, charts, etc

Money Handling – Number up to 1,000,000 + conversion of units.

Humanities (HT1)

- World Map – List 7 of the schools.
- Map of UK – track the journey from London to Hogwarts.
- Map of Hogwarts: Coordinate, Grid references, Directions
- Plot a route around the castle using the elements mentioned above.
- Map of Hogwarts grounds – contours and graphing contours.
- RE Unit of work

Science and Technology (HT1)

- **Forces** – Air resistance – Parachute investigation – link to flying and quidditch
- **Solids, liquids and gases.**
- **Green screening** – Harry Potter themed discussions, roleplay and presentation.
- **ICT** – current units of work taken from SoW.
- **Movie** – iMovie – Role play
- **D and T** – Structures.

Expressive Arts (HT1)

- Exploration of musical elements.
- Examine how music can be manipulated to change mood.
- Music appraisal.
- Art – colour, sky, silhouette, tapestries.
- Drama – following a script

Health and Well-being (HT1)

- Swimming
- Daily Exercise
- Gymnastics
- Netball
- Rugby
- Circle time
- Pupil progress meetings
- Quidditch