

Kelling Class 2 Summer Term 2021 Lights, Camera, Action

Science	Art & Design	Computing	D&T	Geography	History	MFL	Music	PE
<p>LIGHT YR3/4</p> <p>Recognise that they need light in order to see things and that dark is the absence of light.</p> <p>Notice that light is reflected from surfaces.</p> <p>Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.</p> <p>Recognise that shadows are formed when the light from a light source is blocked by a solid object.</p> <p>Find patterns in the way the size of shadows change.</p> <p>SOUND</p> <p>Identify how sounds are made, associating some of them with something vibrating.</p> <p>Recognise that vibrations from sounds travel through a medium to the ear.</p> <p>Find patterns between the pitch of a sound and features of the object that produced it.</p> <p>Find patterns between the volume of a sound and the strength of the vibrations that produced it.</p> <p>Recognise that sounds get fainter as the distance from the sound source increases.</p>	<p>Look at film set artists, architects and designers.</p> <p><i>Explore the work of artists:</i> <i>Andy Warhol through his iconic images of Marilyn Munroe.</i> <i>(photo manipulation)</i> <i>Jackson Pollock</i> <i>Jacob Lawrence</i> <i>Jean-Michel Basquiat</i> <i>Georgia O’Keeffe</i> <i>Edward Hopper</i> <i>Mark Rothko</i></p> <p>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p><i>Create Oscar statuettes using wire frames and Modroc.</i></p> <p><i>Create Java shadow puppets</i></p> <p><i>Stop animation</i></p> <p><i>Filming</i></p> <p><i>Photography</i></p>	<p>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p><i>Research, create and present biographies for film stars.</i></p> <p><i>Stop animation to create short films</i></p> <p><i>Record Bollywood style performances</i></p>	<p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p><i>Make pinhole cameras, thaumatrope, phenakistoscope and flick books.</i></p> <p>Investigate and analyse a range of existing products.</p> <p><i>Design and sew superhero capes for dolls for stop animation films.</i></p>	<p>use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</p> <p>Bollywood Vs Hollywood,</p> <p><i>Look at cultural diversity</i></p> <p><i>INDIA – study physical & geographical features.</i></p> <p><i>Compare and contrast to UK</i></p>	<p><i>The birth of moving pictures and cinema.</i></p> <p>The first animated cartoon was produced in 1906. Credits began to appear at the beginning of motion pictures in 1911. The Bell and Howell 2709 movie camera invented in 1915 allowed directors to make close-ups without physically moving the camera. By the late 1920s, most of the movies produced were sound films.</p> <p>https://blog.scienceandmuseum.org.uk/very-short-history-of-cinema/</p>	<p>Learn some basic Hindi, Gujarati, and Bengali.</p>	<p>improvise and compose music for a range of purposes using the inter-related dimensions of music</p> <p><i>(Indian folk music and bhangra)</i></p> <p>Indian Music Instruments</p> <p>Sitar. Sitar is of the most popular music instruments of North India.</p> <p>Sarod. Sarod has a small wooden body covered with skin and a fingerboard that is covered with steel.</p> <p>Sarangi. Sarangi is one of the most popular and oldest bowed instruments in India.</p> <p>Flute.</p> <p>Shehnai.</p> <p>Tabla.</p> <p>Pakhawaj.</p> <p>Harmonium.</p>	<p>Compare their performances with previous ones and demonstrate improvement to achieve their personal best.</p> <p><i>(perform Bollywood dances)</i></p>