
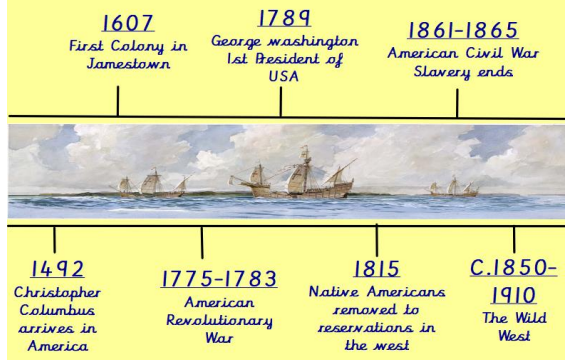


Week 4: Topic Activities

Science	<p><u>LO: To draw diagrams to represent circuits.</u></p> <p>Thinking back at the last few science lessons on electricity, what are the symbols that are used to represent circuits?</p> <p>https://www.bbc.co.uk/bitesize/topics/zq99q6f/articles/zs7g4j6</p> <p>Have a read of this website and watch the videos, they will tell you how to draw electrical symbols and diagrams. We use these when drawing a circuit.</p> <p>Activity: Create a key of circuit symbols, then create 2 different circuits which include - a bulb/bulbs, a buzzer and a switch.</p> <p>You can use the circuit construction kit website to help you before you draw your circuit.</p> <p>https://phet.colorado.edu/sims/html/circuit-construction-kit-dc/latest/circuit-construction-kit-dc.en.html</p> <p>Activity 2: Would these circuits light up? Why?</p> 
History	<p><u>LO: to know how America was changed by settlers (post 1500) and to understand the impact of change on indigenous populations.</u></p> <p>Look at this timeline for the USA...</p>

LO: to know how America was changed by settlers (post 1500).
to understand the impact of change on indigenous populations.



The Wild West refers to the period in time when there was a lot of movement and population growth from the East Coast of the USA towards the West Coast of the USA.

Large groups of settlers moved together in caravans of covered wagons, horses or even walked. They were looking for gold or other precious materials, setting up farms, cattle ranching and slowly they built communities. It was a very lawless time and there was lots of crime.

The Oregon Trail: The 2000 mile Oregon Trail started in Independence, Missouri and ended in Oregon City. Early pioneers and settlers travelled in large wagon trains using covered wagons to carry their supplies for the six-month journey.

Activity: On the attached map of the USA mark the approximate route of the Oregon Trail. Can you find any interesting facts from along the trail and add them to your map?

Art

LO: to be able to use cutting, threading and tying techniques to create a 3-d object.

Dream Catcher History & Legend

Dream catchers are one of the most fascinating traditions of Native Americans. The traditional dream catcher was intended to protect the sleeping individual from negative dreams, while letting positive dreams through. The positive dreams would

slip through the hole in the centre of the dream catcher, and glide down the feathers to the sleeping person below. The negative dreams would get caught up in the web, and expire when the first rays of the sun struck them. The dream catcher has been a part of Native American culture for generations. One element of Native American dream catchers relates to the tradition of the hoop. Some Native Americans of North America held the hoop in the highest esteem, because it symbolised strength and unity. Many symbols started around the hoop, and one of these symbols is the dream catcher.

How the Dream Catcher is made:

Using a hoop of willow, and decorating it with findings, bits and pieces of everyday life, feathers, arrow heads, beads, etc.

Watch this YouTube clip and make your own dream catcher...

Please Note: You could substitute ribbon with wool or string, the plate with a circle of card and the beads with buttons, pasta or old bolts. Use your imagination and reuse, reduce, recycle!!

https://www.youtube.com/watch?time_continue=297&v=Z6zZepqpxQk&feature=emb_logo



Computing

LO: To learn about onion skinning and to add background and sound effects on animation

I hope that you enjoyed making simple animations last week.

This week we are going to work on using some extra features of 2animate.

When we completed a face last week, it didn't move, we just added extra features to it. This week we are

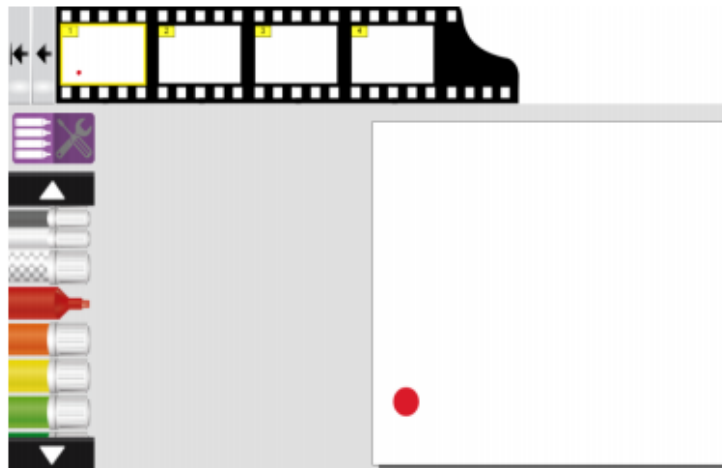
going to have a go at making an object move eg. a bouncing ball.

We will need to use the onion skin tool to do this, which can be found on the tool bar at the top of 2animate.



The onion skin tool shows a shadow from your previous frame.

Create your first frame by using the Pen tool and adding a circle at the bottom of Frame 1.



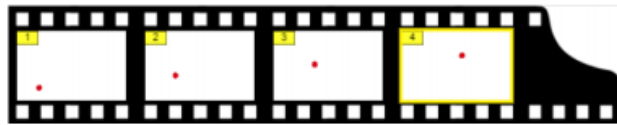
Now move to Frame 2, a blank frame (do not copy Frame 1 into it, like we did last week). Select the onion from tool and you will see the shadow from the previous frame. Think back to how this is similar to using a flip animation from last week by seeing a shadow through the paper.

Now add the second circle a bit further away from the first to show that it has moved.



Repeat this until you have completed all your frames, drawing the circle so that it is following the same line as the previous circle.

Your animation frames should now look something like this. When you run the animation, it should look like the ball is travelling through the air.



Now you can really start to have some fun with your animations by adding backgrounds and sounds.

See if you can work out how to add a background? There is a selection of images for you to choose from (or you can use the paint feature to design your own)

Now see if you can add sounds to your animation. You can add a sound to an individual frame and a play icon will appear on the frame.

I have set the activity as a 2do and am really looking forward to seeing the animations you have made.

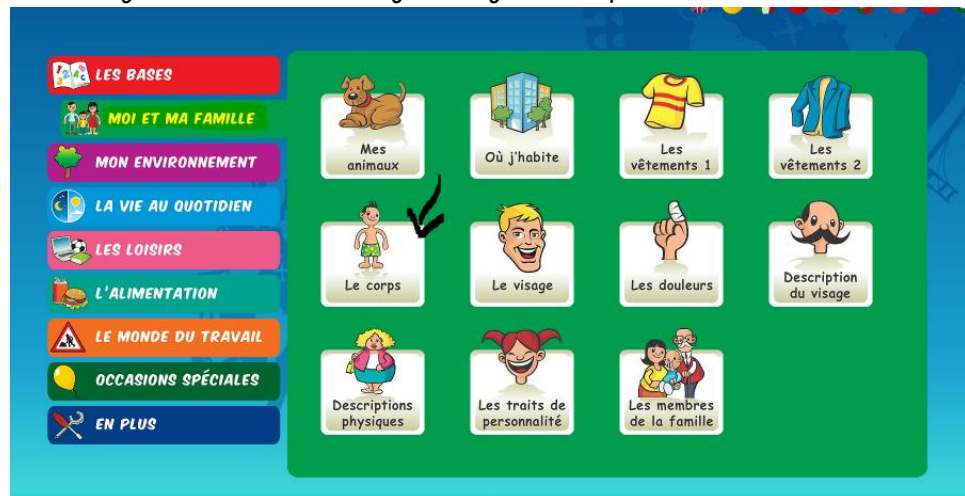
French

L.O. To understand how to say body parts

Last week we started to learn the names of body parts in French. You will still need the sheet showing these from the resources last week.

This week we will have a go at learning the pronunciations. When you play the Linguascope Game, you will need to do what we do in class. Ecoutez et Repetez (Listen and Repeat) Saying the body parts in French out loud to learn the pronunciation is really important.

This week you need to click on the French flag in the beginner section of Linguascope, then:



You need to find, *Le corps* in 'MOI ET MA FAMILLE'

First of all, click on 'Présentation.' This will enable you to listen to the pronunciation of the body parts. Remember to say these yourself too.

When you are confident you can say the body parts in French, have a go at the Jeu de memoire. Remember, you can use the sheet from last week to help.



PE

Tokyo Ten: Cheer Up

See attached pdf document! 😊