

	Literacy	History/Geography	Art/DT	Science	Other
<b>Entry Point Day</b> (Mon of Wk1)			Make paper aeroplanes. How far/well do they fly? Have competitions inside and outside. Does air/wind make a difference to their speed/flight path/destination point.		
<b>Wk 1</b>	Skills lessons: <b><u>Sentence types</u></b>  Hot task: Chronological/non-chronological reports (cross curricular Literacy)	The Wright brothers and the first planes/flights		Look at flight in nature - different methods of seed dispersal (dandelion, sycamore seeds etc), birds and insect flight.	
<b>Wk 2</b>		Emelia Earhart	How has nature inspired the product development of flight.  Make comparisons with things in nature and how nature has inspired the technological innovations eg, helicopters/sycamore seeds, wings of birds/insects with planes, etc		Music: Chiity chitty bang bang
<b>Wk 3</b>		Another famous person involved with flight	Make a kite (use wood,sawing, measuring)	How does air resistance affect flight? (Lots of experiments with parachutes/gyrocopters/streamlining /kites)	Music: The magnificent men in the flying machine
<b>Wk 4</b>	<u>Use the film "up" to base Literacy on.</u>  Hot task: Narrative (setting descriptions)  <b><u>Figurative language</u></b> (eg, similes, alliteration, noun phrases, descriptive lists etc)	Geog: Flying around the world.  Maps  Times to fly to places  Time zones around the world - latitude/longitude  Flight paths	Fly the kite.  Modify the kite to improve it based on science lessons  Re-fly the kites and evaluate its effectiveness.		Art:  Air-view art collage (using textiles etc)
<b>Wk 5</b>			What makes a plane Saur through the air? Look at jets/Concorde and how they are designed for speed. Look at aircraft and make predictions about what would be fast and why? Refer back to flying insects/animals. Make predictions about their speed through the air.		
<b>Wk 6</b>		Geog: Good things about modern-day flight around the world.  Bad things about modern-day flight around the world.  Balanced arguments for writing or venn diagrams	Write an explanation text based on "How to design the fastest plane" Chn to use their learned knowledge to write a piece, bringing all their knowledge together.		
<b>Exit Point:</b> Use knowledge learnt from flight unit to re-make the paper aeroplanes and have the same lesson as entry point, but now with the scientific and technological knowledge and vocabulary.					

**Suggested Texts:**

The fantastic flying books; Biggles; a variety of non-fiction texts