



Celfyddydau Mynegiannol

Gwrando, gwerthuso ac efelychu cerddoriaeth poblogaidd Cymru ar draws y cyfnodau. Dod i ddeall yr effaith y mae cerddoriaeth wedi cael yng Nghymru. Profi a chymryd rhan mewn amrywiaeth o ddawnsfeydd traddodiadol Cymru. Cynllunio, creu a gwerthuso cynnyrch 3D sy'n seiliedig ar diwydiannau traddodiadol Cymreig gan ddefnyddio clai.

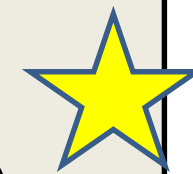
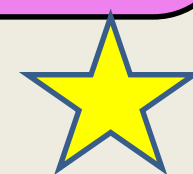
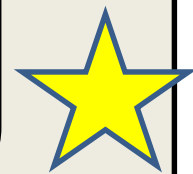


Iechyd a lles

Gweithgareddau ffitrwydd a lles corfforol. Adnabod cryfderau a gwendidau personol er mwyn gosod targedau. Adeiladu hunan hyder a datblygu anibynrwydd.

Dyniaethau

Astudio priodweddau a nodweddion Cymru gan adnabod sut mae pethau wedi newid. Ymchwilio i'r ardal leol a chymharu gyda ardal gwrthgyferbyniol. Ymchwilio i enwogion a chyfnodau yng Nghymru. Posibilrwydd ymweliad i'r Pwll Mawr a mewn Cymeriad. Ymchwilio i ble yng Nghymru mae Cristnogion yn mynd ar bererindod.



Tymor y Gwanwyn

Y tymor yma byddwn ni'n astudio 'Ein Cymru ni'.

Ieithoedd, llythrennedd a chyfathrebu

Cyfleoedd i ysgrifennu amrywiaeth o destunau amrywiol gan gynnwys barddoniaeth, adroddiad a stori. Gwrando/Astudio amrywiaeth o farddoniaeth. Ymchwilio i ferfau, adferfau ac atalnodi er mwyn cynhyrchu gwaith safonedig. Chwarae rôl a pherfformio o flaen gynulleidfda. Mynegi barn a chynnal trafodaeth. Rhannu profiadau a gwrando ar brofiadau eraill.

Mathemateg a rhifedd

Datblygu strategaethau pen adio, tynnu, lluosu a rhannu. Mesur mas a chynhwysedd yn fanwl. Deall a defnyddio nodweddion siapau 3D Rhesymu am rifau i ddatrys problemau. Deall ystyr gwerth lle, trefnu a thalgrynu. Deall a defnyddio ffracsiynau a degolion. Trin data trwy ddefnyddio dulliau amrywiol.

Gwyddoniaeth a thechnoleg

Adnabod nodweddion ffordd o fyw yn iach. Astudio'r galon a deall system cylchrediad gwaed. Ymchwiliad i ddarganfod; A yw cynhwysedd ysgyfaint pawb yr un fath, sut gallwn ddarganfod cynhwysedd ysgyfaint ac effaith ymarfer corff ar gyfradd curiad y galon. Labelu rhannau o'r corff. Rhaglennu: Rheoli cymeriadau a chreu adnodd





Expressive Arts

Listen to, evaluate and create music based on their experience of popular Welsh Music. Begin to understand how music has influenced Welsh culture. Experience and part take in a variety of traditional Welsh dances. Plan, create and evaluate their final 3D product, based on the Welsh industries using clay.



Language, literacy and communication

Read a variety of short stories. Identify key features of different genres of writing. Create a variety of pieces of writing independently, including a story, report and report. Discuss a range of topics focusing on opinion and giving valuable reasoning for that opinion. Investigate word order and the best use of words in order to attract the reader's attention.

Health and well-being

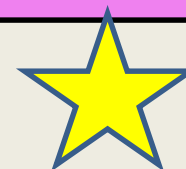
Physical activities designed to improve health and wellbeing. Identify personal strengths and weaknesses in order to create targets. Build self confidence in order to improve independence.

Spring term

**This term we will be studying
'What Wales means to us'.**

Humanities

Study the characteristics, properties of Welsh landscapes and countryside. Investigate the local area in order to compare with contrasting area. Investigate and learn about, famous characters from Welsh history. Possible visit to the Big Bit and visit from In character. Investigate in order to discover where in Wales Christians go on a pilgrimage.



Mathematics and numeracy

Develop strategies in order to add, subtract, multiply and divide long numbers effectively. Practical experiences such as measuring using a variety of units. Convert between a variety of measurement units confidently. Understand, describe and use 3D shape properties. Develop problem solving.

Science

Identify aspects of a healthy lifestyle and the effect this has on our mind and body. Study the hearts' functions and understand the respiratory system. Through planned investigations, discover whether every individual's lung capacity is the same and the effects of physical activity on our heart rate. Label body parts. Programming – Create a programme that responds to pupil interaction.

