



Skeg Vegas




This term we will be comparing Skegness in Lincolnshire, UK and Las Vegas in Nevada, USA. We will discover the similarities and differences between these two places.

Following this we will explore the water cycle.

Year 4

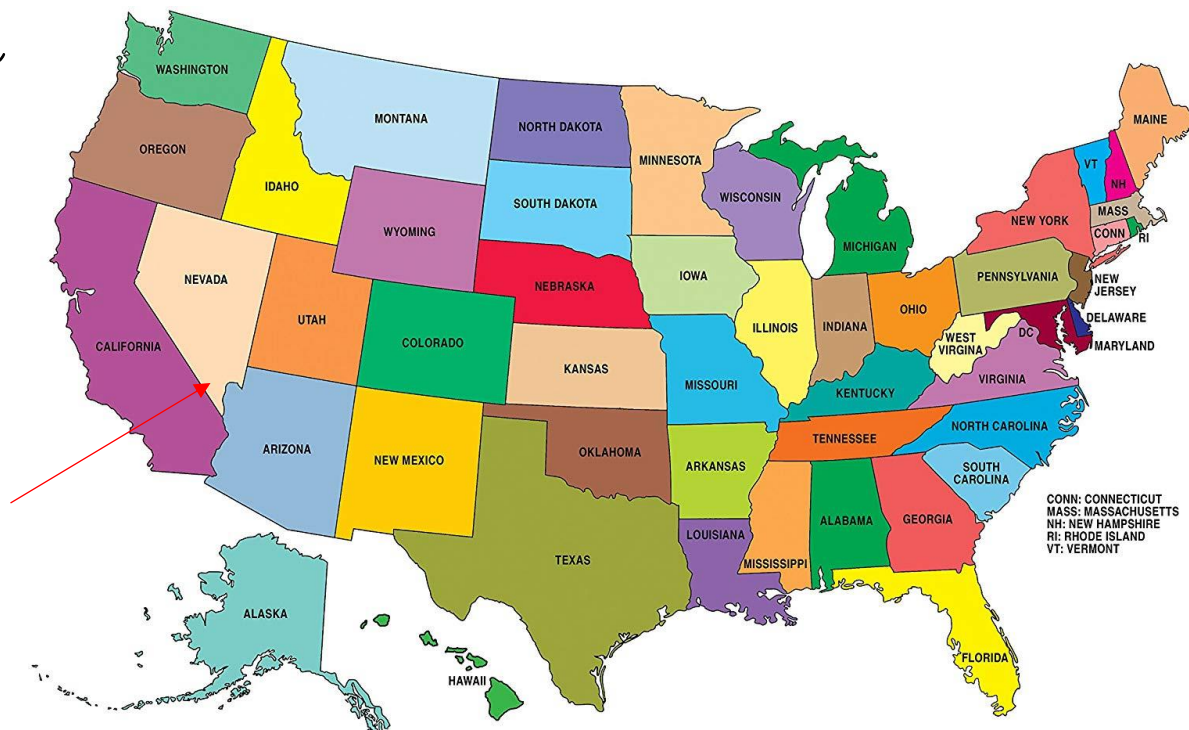
Spring Term

Key Vocabulary

1	Region	Area of land	
2	County	Region of United Kingdom	
3	City	A large or important town	
4	State	Region of United States of America	
5	Landmark	Recognisable human or physical feature e.g. Mount Judd	
6	Coast	Area of land next to water	
7	Physical features	Natural things found in a place e.g. river, mountain	
8	Humans features	Man-made things found in a place e.g. houses, shops	
9	Economy	How a place makes money	
10	Tourism	A business to get people to visit a place	
11	Water cycle	The natural sequence through which water passes	
12	Evaporation	When liquid water turns into a gas (steam)	
13	Condensation	When steam turns into liquid water	
14	Perspective	A picture that shows space	
15	Monochromatic	A picture of one colour with different shades	

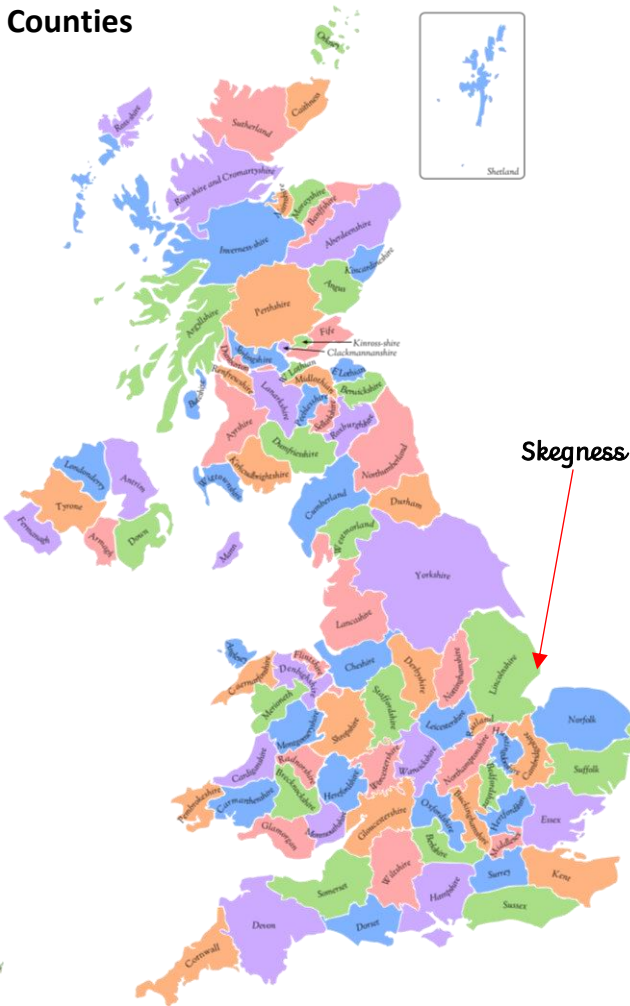
USA States

Las Vegas





UK Counties



Key Knowledge

Skegness is in the county of Lincolnshire in the UK.

Las Vegas is in the state of Nevada in the USA.

Similarities

Tourism is important with exciting attractions e.g. amusements

They both have landmarks that people know e.g. clock tower

Differences

Skegness is a coastal town whilst Las Vegas is in the desert

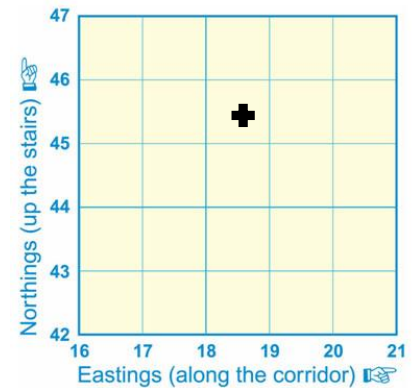
Water Cycle

The sun heats water in the sea making it turn into vapour and evaporate. It then condenses into clouds and falls as liquid rain and runs into the sea starting the cycle again.

Map Skills

The church is located at 186, 452

You split each grid square into tenths to find the 6 figure grid reference.



Key Art and Design knowledge and skills we will gain from this unit:

- **Drawing** – develop the use of scale, proportion and perspective.
- **Computer generated drawings** - record and collect images using digital cameras and recorders.
- Experiment with colours and textures by making appropriate choice of special effects and simple filters to manipulate image for a particular purpose.
- **Painting** - mix paints with an understanding of primary, secondary and monochromatic colours and selects and uses these colours.
- Show movement through paint
- Produce work 'in the style' of **Edvard Munch** and **David Hockney**

