



English:

How to make a bird feeder

- Children will write a set of instructions.
- The will learn about a variety of instructions from books and videos to collect language and layout features.
- Children will write effective sentences for instructions including rhetorical questions, using alliteration and bullet points.

George and the dragon

- Children will write effective sentences by using repetition for effect, using adjectives and expanded noun phrases.
- Children will engage in an experience day of imagining to capture a dragon. In this lesson, children will use a range of drama techniques to explore how to capture a dragon.

Mathematics:

- Money comparing amounts, making £1 and solving money problems.
- Multiplication and Division making equal groups by grouping and sharing, doubling, halving and dividing by 2 and 5.
- Length and Height measuring in centimetres, metres, comparing and ordering lengths and heights, solving length and height problem solving questions.
- Mass, Capacity and Temperature measuring in grams and kilograms, comparing volume and capacity, measure in litres and solving problems including the temperature.

Science:

Use of everyday materials

To identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. To find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

<u>Healthy Living</u>

Children will learn to describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

Computing:

Data and Information - Purple Mash

This unit introduces the children to the term 'data'. Children will begin to understand what data means and how this can be collected in the form of a tally chart. They will learn the term 'attribute' and use this to help them organise data. They will then progress onto presenting data in the form of pictograms and finally block diagrams. Learners will use the data presented to answer questions.

Robot Algorithms

Through the lessons in this unit, children will learn to use logical reasoning to predict the outcome of a program.

Physical Education:

Sending and receiving

Over a series of lessons, children will develop their skills in rolling a ball towards a target, send and receive a ball using their feet, develop their catching skills and send and receive a ball using a racket.

Dance

Children will remember, repeat and link actions to create a dance. They will develop an understanding of dynamics and how they can show an idea and create a short dance phrase showing clear changes of speed.

PSHE (Jigsaw):

Dreams and Goals

Children will choose realistic goals and understand ways to achieve it. Understand how to persevere when things become challenging. Learning how to work well with others in a group. Knowing how to share successes with others.

Healthy Me

Children will recognise ways to keep our bodies healthy. Understand what feeling relaxed means. Understand how medicines work and the importance of only using them safely. Correctly sort different food groups. Recognise healthy snacks and ways to eat so our body has energy.

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Children will create and debug a program and put together the different parts of a program.

History:

The Great Fire of London

Discuss and explore the Victorian times and the reign of Queen Victoria. Explore Victorian classrooms and compare similarities and differences between school life then and now. Develop and awareness of the past by exploring how life has changed since the Victorians e.g. school life, daily routine, clothes, toys, jobs and holidays

<u>Geography:</u>

London

Use maps to locate London and know it's the capital city of England. To understand the difference between physical and human features and be able to identify these features when shown pictures of London.

Religious Education:

How do we know how to be good?

Consider what it means to be good. Explore the 10 commandments and develop our understanding of them. Explore the 5 pillars of Islam. Ask questions to improve our knowledge of the 5 pillars of Islam.

What does it mean to worship?

Understand what it means to worship and identify why people worship. Introduce Puja. Identify items on a puja tray and their purpose. Compare worship at home and in a temple. Examine the symbols in statues of the Buddha. Consider ways that Buddhists worship.

Art and Design:

Alma Thomas

Children will learn about the life of the famous artists Alma Thomas and look at different examples of her work. Children will produce art work inspired and in the style of this artists.

Design and Technology:

Puppets

Talk about what their puppet needs to do to work well. Add features to their puppets using appropriate materials and techniques. Talk about their finished puppet in relation to how well it works and how well it fulfils the design criteria.

<u>Music:</u>

<u>'I Wanna Play in A Band' – Charangal</u>

Children will learn to listen and clap back, then listen and clap back their own rhythms. Children will use voices and instruments, joining in with well-known rock songs.



