





Throughout the **first half term**, the children will read 'House Held up by Trees' by Ted Kooser and Disney's 'Toy Story'.

House Held up by Trees – children will explore the key features of both newspaper reports and estate agent house profiles. We will provide children with the opportunity of writing their own newspaper report based on a first hand experience.

Toy Story— children will write their own version of the story, focusing on a familiar setting (bedroom)

Throughout the **second half term**, the children will explore the books 'Traction Man' by Minnie Gray and 'The Window' by Jenny Baker.

Traction Man – children will write a diary entry.

The Window – children will write an explanation about life cycles.

MATHS

CAPACITY AND TEMPERATURE

- Choose and use appropriate standard units to estimate and measure temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- Compare and order lengths, mass, volume/capacity and record the results using >, < and =

TIME

- Compare and sequence intervals of time
- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
- Know the number of minutes in an hour and the number of hours in a day

CONSOLIDATION and PROBLEM SOLVING

PSHE RIGHTS AND RESPONSIBILITIES

- To be able to name some people who look after them and some of their responsibilities towards them.
- To identify jobs and responsibilities they have at school and at home.
- To understand how rules and conventions enable them to feel safe and happy in familiar settings.
- To understand how they can be involved in decisions which affect them at home and at school.
- To understand how democratic decisions might affect them in the everyday life of their class.
- To understand and experience the process of electing a school council representative.
- To be able to share opinions, taking turns and valuing the views of others by listening actively.

SCIENCE

PLANTS

- How do seeds germinate and what happens?
- What happens when bulbs sprout?
- What do plants need to thrive and be healthy?
- What can happen if plants don't get the things they need?
- What do I notice about plants around the school? How are they healthy? How are they unhealthy?

RE

ULTIMATE QUESTIONS – SIKHISM

- What do Sikhs believe about God and the creation that we live in?
- What is the Khalsa?
- What does it mean to belong to a family?
- How does a Sikh family choose to name a child that they have been blessed with?
- Why do Sikhs think we should be good to each other?

MUSIC THAT MAKES YOU DANCE

- Find and try to keep a steady beat
- Very simple rhythm patterns using long and short
- Very simple melodic patterns using high and low
- Play copycat rhythms, copying a leader, and invent rhythms for others to copy on untuned percussion
- Create rhythms using word phrases as a starting point

Show what you know How do seeds and bulbs grow? What do plants need to be healthy?		 Read and respond to chanted rhythm patterns, including minims, crotchets, quavers and their rests Create and perform your own chanted rhythm patterns
PE:	 ICT: Creating Pictures (2.6) To learn the functions of the 2Paint a picture tool. To learn about and recreate the impressionist style of art (Monet, Degas, Renoir). To recreate Pointillist art and look at the work of pointillist artists such as Seurat. To learn about the work of Piet Mondrian and recreate the style using the lines template. To learn about the work of William Morris and recreate the style using the patterns template. To explore surrealism and eCollage.	TOYS What are the characteristics of toys? What toys did our parents and grandparents play with? What were toys like at different times in the past? How can I identify toys that are old and toys that are new? How are toys different and how they are the same?
	Coding (2.1) To understand what an algorithm is. To create a computer program using an algorithm. To create a program using a given design. To understand that algorithms follow a sequence. To understand what different events do in code. To understand and debug simple programs Technology Outside of School (1.9) To walk around the local community finding examples of where technology is used To record examples of technology outside school.	GEOGRAPHY MAP SKILLS AND FIELDWORK How do we describe places? What physical features does this place have? What human features does this place have? Map keys: how can we show what a place is like? Sketch map: how can we show what a place is like? How does the scale of map tell us what the area around our school is like?