

How Have Explorers Changed The World?

Maths

In maths we will be focusing on

Position and direction

- *Describe turns
- *Describe position left and right
- * Describe position forwards and backwards
- *Describe position above or below
- *Ordinal numbers

Numbers to 100

- *Count from 50- 100
- *10's to 100
- *Partition into 10's and 1's
- *Numberline to 100
- *One more one less
- *Compare numbers

Money

- *Recognise coins
- *Recognise notes
- *Count in coins

Unit 16- Time

- *Before and after
- *Days of the week
- *Months of the year
- *Tell the time to the hour
- * Tell the time to the half hour

Design Technology

A tasty, healthy treat for our DT unit this term as we will be tasting and describing a selection of fruits and vegetables. We will use our taste buds to help us design and make a stripey salad for a picnic to enjoy in an outdoor learning lesson.

History

Finding out about events and people beyond living memory, children particularly think about explorers and what makes them significant. They create a timeline and investigate which parts of the world they explored, before comparing explorers and discussing ways in which these significant people could be remembered.

English

We will study the books 'Beegu' by Alexis Deacon. And 'A Little Bit Brave' by Nicola Kinnear.

We will be developing our sentence writing by using 'and' to join words and clauses.

This will also be linked to our History project based on explorers.

Other texts we will be enjoying:

- The Enchanted Wood,
- The Faraway Tree,
- The Bog Baby
- A Little Bit Brave

Music

The unit is based around a song which is based around the imagination. Through musical games and activities based around the song, and other songs about imaginative subjects, children will develop their performing and improvising skills and knowledge.

PE – Striking and Fielding

KSI Games 1 – I can use the skills I have learned to roll, throw, catch, strike and kick a ball in a small game situation.

Computing

The focus of this unit is for children to learn how to program an animation through ScratchJr. We will explore the way a project looks by investigating sprites and backgrounds. They will use programming blocks to use, modify, and create programs. Learners will also be introduced to the early stages of program design through the introduction of algorithms.

RE

This term we will focus on what it means to belong to a faith community. We will revisit knowledge from prior units about Muslims, Christians, and Jewish people, considering how members of these communities show that they belong. Throughout the unit, we will encounter artefacts, places of worship and symbols. We will also consider where we belong and the communities that we are a part of.

Science

Plants

- *What is a plant?
- *Parts of a plant
- *Wild and Garden plants
- *Deciduous and Evergreen trees
- *Sorting seeds
- *Which plant parts can you eat?

Outdoor Learning

We will be using our outdoor sessions to plant and care for herbs and vegetables to compliment our science unit as we learn about what plants need to grow and thrive.

PSHE

We will be think about the ideas:

We all have feelings'

Good and not so good feelings

Managing our time safely whilst online