



Science—Plants

- identify and name plants and animals
- explore and compare the difference between living objects
- recognise habitats suitable for specific plants and animals
- understand where animals and plants get their food from.
- sequence a simple food chain

Maths

- Shape—properties of 2D and 3D shapes, including nets
- Time—day of the week, months of the year, telling the time and solving time problems.
- Money—use of coin combinations, working out change, problem solving
- Fractions—fractions of amounts, equivalent fractions, problems.
- Worded problems involving all 4 number operations
- Data handling—reading and interpreting graphs and charts
- Measurement—practical measurement, converting units of measurement

English

- SPAG focus—using exclamatory sentences, contracted forms of words, subordination
- Non-chronological report writing—focus on report features and style of writing.
- Poetry—comprehension and explanation of choices and understanding.
- Character and setting description—focus on text of the Dragon Slayer
- Writing our own adventure story
- Humorous poetry
- Reading comprehension
- Handwriting development

Design and Technology

Design and make a product to sell—link to fair trade products

Music

Playing the Ukulele—learning songs and being able to follow patterns of notes and sounds

Art and Design

Printing—creating a block, testing colours and planning a design.

Topic

Including History and Geography

Changes to food over time

- Where does food come from?
- Changes to peoples diet
- Fair trade and our carbon footprint

PE

Striking and fielding games

Athletics

RE—People Jesus helped

- Understand Jesus’ love and compassion for people which led him to heal
- Understand Jesus cared for everyday happenings and how they affected people

Computing

We are photographers

We are researchers