

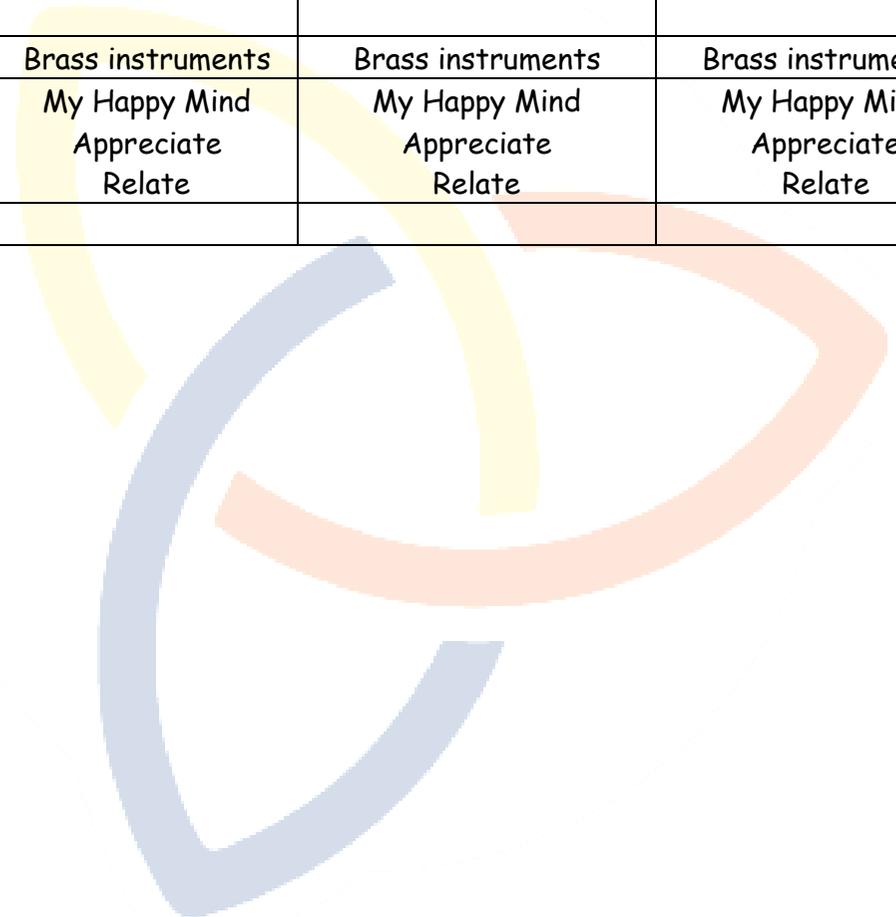


Blue Class Spring 1 Medium Term Plan					
	Week 1	Week 2	Week 3	Week 4	Week 5
Significant dates	INSET day Monday 23 rd February	Parents evenings 3 rd and 4 th March	British Science Week	Class assembly - brass instruments Tuesday 17 th March	Residential 23 rd -25 th March
Curriculum pledge	Interview a member of the community Learn a magic trick				
English - reading	The Story of Flight Jakob Whitfield	The Story of Flight Jakob Whitfield	The Story of Flight Jakob Whitfield	The Story of Flight Jakob Whitfield	The Story of Flight Jakob Whitfield
English - writing	FARThER Grahame Baker Smith	FARThER Grahame Baker Smith	FARThER Grahame Baker Smith	The Mermaid of Zenor Charles Causley	The Mermaid of Zenor Charles Causley
Maths	Fractions	Fractions	Fractions	Decimals	Decimals
Science		Electricity Lesson 4 LO: I can recognise that a switch opens and closes a	British science week	Electricity Lesson 5 LO: I can construct a simple series electrical circuit,	Electricity Lesson 6 LO: I can construct a simple series electrical circuit,

		circuit and associate this with whether or not a lamp lights in a simple series circuit		identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.	identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.
History	Ancient Greece				
Geography	Ancient Greece (Region of a European Country) Use of Globes - tropics Features of villages and cities	Ancient Greece (Region of a European Country) Use of Globes - tropics Features of villages and cities	Ancient Greece (Region of a European Country) Use of Globes - tropics Features of villages and cities	Ancient Greece (Region of a European Country) Use of Globes - tropics Features of villages and cities	Ancient Greece (Region of a European Country) Use of Globes - tropics Features of villages and cities
Computing	Coding To create a simple computer program using coding structures previously encountered.	Coding To know what selection means in computer programming.	Coding To know how to use co-ordinates in computer programming.	Coding To explore methods that introduce loops in coding.	Coding To understand what a variable is in programming. To create a game that keeps score.
DT	N/A	N/A	N/A	N/A	N/A
Art	Sculpture & 3D Mega Materials				
PE	Gymnastics	Gymnastics	Gymnastics	Gymnastics	Gymnastics

'Being Our Best Selves'

	Basketball	Basketball	Basketball	Basketball	Basketball
French					
RE					
Music	Brass instruments	Brass instruments	Brass instruments	Brass instruments	
PSHE	Kiva	My Happy Mind Appreciate Relate	My Happy Mind Appreciate Relate	My Happy Mind Appreciate Relate	My Happy Mind Appreciate Relate



'Being Our Best Selves'