

DT Structures

Design and create a model of an enclosure for an animal.
The user will be the specific animal we have chosen.

Key learning:

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- Evaluate their ideas and products against design criteria.
- Planning, making, selecting tools and new and recycled materials; using finishing techniques.
- Build structures, exploring how they can be made stronger, stiffer and more stable.



Physical Education Send and return (unit 1)

Send an object with increased confidence using hand or bat. Move towards a moving ball to return. Send and return a variety of balls.

| Key Vocabulary/Skills | |
|--|--|
| Sliding and receiving a ball/beanbag. | Hit, send, collect, stop, net, throw, roll, strike, catch, bowl, feed, pick up, batter, hitter, forehand, backhand, court. |
| Explore different ways of sending a ball. | |
| Moving towards and returning balls. | |
| Work with a partner to receive and return. | |
| Scoring points against opposition. | |

Dance (unit 2)

Build simple movement patterns from given actions. Compose and link actions to make simple movement phrases.

| Key Vocabulary/Skills | |
|------------------------------------|--|
| Perform actions to nursery rhymes. | Compose, choose, select, emotions, canon, rhyme, theme, character, round, respond. |
| March in time. | |
| Move and turn as a group. | |
| Perform simple canon. | |
| Perform in simple rounds. | |

History

Beaches now and then

“What would holidays have been like for children in the past?”
Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.

Key date:

1840 – Seaside towns officially became popular destinations.


- Differences between seaside holidays 100 years ago, 50 years ago and today.
- What is the same and what has changed over the years?
Explore clothing styles, entertainment, transport, traditions, locations.

British Beaches

1. Scarborough
2. Bridlington
3. Skegness
4. Great Yarmouth
5. Hastings
6. Weymouth
7. Newquay
8. Llandudno
9. Blackpool

Significant people

Grace Darling – Lived from 1815 -1842. She was a lighthouse keeper's daughter who famously rescued shipwrecked sailors.



History of the Seaside

Bathing machines
Bathing machines were used by Victorians so they could change in private before getting into the sea.



Punch and Judy
Punch and Judy is a funny puppet show that has been common at the seaside since Victorian times.



PSHCE – 1Decision Being Responsible

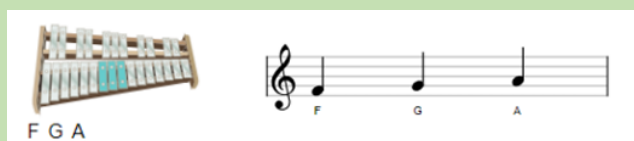
Baseline Assessment
Water Spillage

Feelings and Emotions

Baseline Assessment
Jealousy
First Aid

Music Exploring Sounds

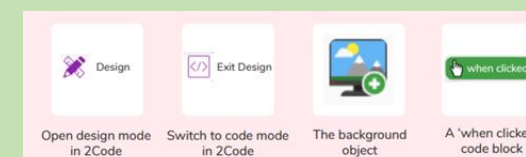
- What styles of music will I hear?
Pop and Funk
- Which musical features will I learn?
You will sing songs that go and up and down in pitch as well as a song with 5 beats in a bar!



Computing Coding

Explore how a computer program works by following instructions called code.

Explore how to use an event to control an object.



Maths**Place value within 20**

Count to twenty forwards and backwards, beginning with 0 or 1, from any given number.

Count, read and write numbers to 20 in numerals and words.

Given a number and identify one more or one less.

Identify and represent numbers using objects pictorial representations including the number line and use the language of; equal to, more than, less than (fewer), most, least.

Addition and subtraction within 20

Represent and use number bonds and related subtraction facts within 20.

Read, write and interpret mathematical statements involving addition, subtraction and equals signs.

Add and subtract one-digit and two-digit numbers to 20, including 0.

Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.

Glossary

Place value: A system for writing numbers, in which the value of a digit is defined by its position within the number.

< and >: These symbols are referred to as the 'greater than' (>) and 'less than' (<) symbols. Children learn that they are used to show whether a number is bigger or smaller than another number.

Number track: A linear, discrete representation of number. Each number is positioned in a square on the track

Numeral: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Digit: Numeral within a number.

Add: Calculating the total of two or more groups of amounts.

Subtract: take away an amount from another amount to find the difference.

Calculate: find out the number of something

Number sentence: Formally record a mathematical calculation. ($1+1=2$)

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

Science**Animals including Humans**

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets).
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

Key Vocabulary

| | |
|-------------------|---|
| amphibians | Amphibians live in the water as babies and on land as they grow older. They have smooth, slimy skin. |
| birds | All birds have a beak, two legs, feathers and wings. |
| fish | Fish live and breathe under water. They have scaly skin, fins to help them swim and they breathe through gills. |
| mammals | Mammals are animals that breathe air, grow hair or fur and feed on their mother's milk as a baby. |
| reptiles | All reptiles breathe air. They have scales on their skin. |
| carnivore | Animals that mostly eat other animals (meat) are carnivores. |
| herbivore | Animals that only eat plants are herbivores. |
| omnivore | Animals that eat both plants and other animals are omnivores. |

English**Hermelin**

Detective Narrative
Letter



Poetry
Riddles

Religious Education**Christianity****What does it mean to belong?**

How am I special? Why do Christians believe that people are special?

What does it mean to belong?

What different religions are there in the world?

Which of the symbols are associated with Christianity?

What symbols can I see in a baby's baptism?

How was Jesus baptised?

Why do some adults choose to be baptised?

What is special about belonging?

English and Phonics Glossary

Sound: a sound made represented by a letter or group of letters.

Grapheme: a letter or group of letters written down to represent a sound.

Phoneme: a single letter sounds.

Blend: to put a two or more sounds together to read a word.

Segment: to break down a word into separate phonemes.

Initial sound: the first phoneme in a word.

Digraph: Two letters that make one sound.

Trigraph: Three letters that make one sound.

Split-vowel digraph: When a digraph is split by a consonant it becomes a split digraph. For example: wrote – the 'o-e' here make one sound.