



English text types	Writing	SPAG
<p><b>Core text:</b> (story read to the children for pleasure) Scribbleboy by Philip Ridley</p> <p><b>Weeks 1:</b> The Owl Babies by Martin Waddell - explore characters and setting. Write a character profile of the man. Describe a setting and mood.</p> <p><b>Week 2-3:</b> Harriet's Hare by Dick King Smith. Children will use the story to work with VIPERS (vocabulary, infer, predict, explain, retrieve and summarise).</p> <p><b>Weeks 4-5:</b> Journey to the Jungle. The children will focus on the daily adventures and create an explorer log</p>	<ul style="list-style-type: none"> <li>Use conjunctions to express time and cause.</li> <li>Express time, place and cause using conjunctions [for example, when, before, after, while, so, because].</li> <li>Short sentences for emphasis and making key points.</li> <li>Ellipses to keep the reader hanging on.</li> <li>Use paragraphs to group related information.</li> <li>Use headings and sub headings.</li> </ul>	<ul style="list-style-type: none"> <li>Understand what a main clause is and it's features.</li> <li>Spell common exception words (some will be sent home to learn).</li> <li>Use inverted commas to punctuate direct speech.</li> <li>Use prefixes: un-,dis-, mis-, in- and im-.</li> </ul>
Maths	Tables and Mental Maths	MFL
<p><b>Weeks 1-3: Length and Perimeter</b> - measuring accurately and reading measurement using mm, cm and m Begin to understand their equivalents and compare lengths. Consolidate addition and subtraction in lengths and perimeters. Measure and calculate a perimeter.</p> <p><b>Week 4-5: Fractions</b> - able to recognise and find a <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math> and a <math>\frac{1}{3}</math>. Learn about unit and non-unit fractions.</p>	<p>Consolidation of 2,3,4,5,8 and 10 times tables</p>	<p><b>Spanish - Los Numeros 11-31 and instrucciones de clase</b></p> <ul style="list-style-type: none"> <li>Say the numbers 11-31 in Spanish. Use songs, games and rhymes to support counting.</li> <li>Learn the vocabulary for classroom instructions and match these. Design a classroom instructions poster.</li> </ul>
Science	PE	RE
<p><b>Awe and Wonder</b></p> <p>In this unit the children will become scientists and experience a range of investigations.</p> <ul style="list-style-type: none"> <li>Why do shadows change? Children observe and learn why shadows move and change length during the day.</li> <li>Why do cats eyes glow at night? Children investigate the reflective properties of materials and find out why cat's eyes glow at night.</li> <li>What are sunglasses for? Children observe how much ultraviolet (UV) light passes through a range of sunglasses.</li> </ul>	<p><b>Games - skittles</b></p> <ul style="list-style-type: none"> <li>Introduced and develop skills to support the game of skittles. Develop passing, throwing, moving the ball, intercepting, catching and shooting. Learn to change direction and speed. Develop communication and team building.</li> </ul> <p><b>OAA</b></p> <ul style="list-style-type: none"> <li>Develop map reading skills and give clear instructions. Follow other people's instructions and respecting their opinions. Reflect on success and team work.</li> </ul>	<p><b>What do Christians remember about Palm Sunday?</b></p> <ul style="list-style-type: none"> <li>How and why did people react differently when Jesus came to Jerusalem?</li> <li>What do Christians mean when they call Jesus king?</li> <li>How do Christians celebrate Palm Sunday today?</li> </ul>
Geography	PE	PSHE
<p><b>Why do we have cities?</b></p> <ul style="list-style-type: none"> <li>Know the names and locations of the major cities of the UK and the difference between a city and a town.</li> <li>The key features of cities will be introduced with accurate terminology to include site and function.</li> <li>Understanding of similarities and differences, interaction of people, processes and places:</li> <li>Look at how cities differ within the UK and some of the possible differences between their local city and some globally significant cities.</li> <li>Looks at how places become cities and what happens there. Pupils will look at the impact cities have on people and the physical environment.</li> <li>Working like a geographer: use of geographical information from maps, atlases, globes etc.</li> </ul>	<p><b>Logical Reasoning</b></p> <ul style="list-style-type: none"> <li>Search online to find out about famous or significant people from their town or city.</li> <li>Use appropriate tools (software, websites and apps) to collaborate and communicate safely online.</li> <li>Sandwich bot - Can the children write the code for a sandwich bot? Discuss the need to be specific with instructions, introduce repeat where necessary.</li> <li>Use Purplemash 2code chimp - debugging. Can they explain what they have done?</li> <li>Identify and use repetitions or loops in a program sequence, predicting outcomes and noticing and correcting any mistakes.</li> </ul>	<p><b>Healthy Me</b></p> <ul style="list-style-type: none"> <li>Learn about how exercise affects their body and know why my heart and lungs are such important organs. Understand the importance of taking care of your body.</li> <li>Look at the amount of calories, fat and sugar put into their body- will affect my health. Explore making a healthy choice.</li> <li>Discuss knowledge and attitude towards drugs and identify what they need to keep safe from. Learn some strategies for keeping safe, who to go to for help and how to call emergency services.</li> </ul>
DT		Music
<p><b>Pavilion</b></p> <ul style="list-style-type: none"> <li>Pupils explore pavilion structures around the world and learning about what they are used for.</li> <li>Investigating how to create strong and stable structures - using a range of materials.</li> <li>Design and create a pavilion, complete with cladding.</li> </ul>		<p>RECORDERS - Durham music service</p>