

Maths

Multiplications

- Re cap on 2's, 5's and 10's
- Arrays
- Make doubles

Division

- Make equal groups
- Adding equal groups

Fractions

- Making half
- making whole
- Find a whole
- Making a quarter
- find a quarter

Geography

Animals around the world

- To locate and name the seven continents.
- To identify and use vocabulary linked to the world's seas and oceans.
- To learn about hot and cold places in relation to the Earth's equator.
- To learn about animals in different seasons.
- To learn about national animals of various countries.

Science: Plants

- Recognise parts of a plant
- Recognise parts of a tree
- Name and identify wild and garden plants
- Identify plants in our local area
- Identify deciduous and evergreen trees
- Identify trees in our local area

Computing: Digital imagery

- Design an individual story by taking inspirations by picture books, created by the use of photos and sequencing skills, helping lay the foundation and computational skills.
- Go on a miniature adventure to take photos of small figures to tell the story planned in Lesson 1.
- Editing photos, Searching for images and creating photo collages.

PSHE: 1 Decision

- Hazard Watch

- To know what items are safe to play with and what items are unsafe to play with.
- To be able to name potential dangers in different environments.
- To know what food and drink items are safe or unsafe to eat or drink.
- To be able to name dangers that can affect others, for example younger siblings.



Summer 1
This term our topic is
on:
Around the World

R.E: Judaism

Theme: Shabbat

Concept:

Key Question: Is Shabbat important to Jewish children?

Music: Pitch and Tempo

(Theme: Superheroes)

- Children are introduced to the concept of pitch and learn to recognise low and high sounds.
- Play the first few seconds of the Batman theme tune from the *Presentation: Batman theme tune* and ask the children to show the pitch changes with their hand.
- Play the music 'William Tell Overture – Finale' by Gioachino Rossini from *Presentation: Faster than a speeding bullet* and invite the children to dance along.

P.E

Locomotion/Games for understanding

- Understanding different reasons for when, where and why we jump in different ways.
- Explore how jumping affects the body.
- Apply understanding of skipping and jumping into a game.
- Understand basic principles of attacking.
- Understanding the basic principles in defending.
- Consolidate understanding of how, where and when to attack/defend.

Art and Design

Skill -3D and Sculpture

Inspirational Artist-Salvador Dali

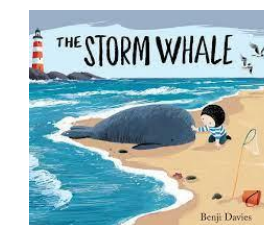
Manipulate malleable materials in a variety of ways including rolling and kneading.
Explore sculpture with a range of malleable media.
Manipulate malleable materials for a purpose, e.g. pot, tile.
Understand the safety and basic care of materials and tools.

Form Experiment with constructing and joining recycled, natural and manmade materials. Use simple 2-D shapes to create a 3-D form.

Texture-Change the surface of a malleable material e.g. build a textured tile.

RWI - Read Write Inc

Read Write Inc.
Phonics



The Storm Whale - **Fiction:** Short narrative – change the ending and retell story from a character's point of view.

- Capital letters
- Full stops
- Begin to join sentences with 'and', 'but' and 'so'
- Begin to use expanded noun phrases
- Begin to use exclamation