



HISTORY/GEOGRAPHY

History: Discuss the lives of Elizabeth I and Elizabeth II and compare aspects of life in different periods.

Geography Yr 1 and 2: Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles. Yr 3: identify the position and significance of latitude, longitude, Equator, Northern/Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic circle, the Prime/Greenwich Meridian and time zones

RE

Yr1: Who is Jewish and How do they Live? What do Christians believe God is like?

Yr2: Who is Muslim and how do they live? Why does Easter matter to Christians? Yr3: Why do Christians call the day Jesus dies *Good Friday*?

ENGLISH

Yr 1 and 2

This is How We Do It (Non-fiction)
Stuck! (Story)

How to Wash a Woolly Mammoth
(instructions)

Yr 2 and 3

The Dragon Machine (story)
The Book of Slime (instructions)
The Disgusting Sandwich (story)

LANGUAGE

Articulate/justify answers, arguments, opinions. Maintain attention, participate actively in collaborative conversations, staying on topic, initiating/responding to comments.

COMMUNITY AND CITIZENSHIP

Computer Safety and Growing/Working in our World.

PERSONAL DEVELOPMENT

Learning Powers - Resilience and Risk Taking Growth Mind-set

CREATIVE AND CRITICAL THINKING

Appraising artwork and music, taking inspiration from selected artists/musicians. Evaluating own and peers work – particularly in DT, art and music.

DIGITAL DIMENSION

Online safety – learning about talking to a trusted adult and what to do when things go wrong online.

CREATIVE OUTPUTS

A cushion made using textile skills.
Artwork in the style of Wassily Kandinsky.

MUSIC

BBC Ten Pieces – Finlandia

Yr 1 and 2: To represent the music by producing a graphic score (symbols, shapes and marks). To compose new music.
Yr3:

ART

Abstract art - Wassily Kandinsky – exploring use of colour, shape and pattern through painting.

PHYSICAL EDUCATION

Yr 1 and 2: Invasion Games: Ball skills (kicking, dribbling) Body Management: Gymnastics (balance, agility, jumping)
Yr 2 and 3: Invasion Games: Ball skills (kicking, dribbling) Body Management: Dance (balance, agility, jumping)

MATHS

Yr1: Counting in 2s and 10s. Recognise value of different coins. Solve one-step problems involving multiplication and division. Use counting to measure lengths, weights and capacities.

Yr2: Derive and use related facts up to 100. Understand commutative rule (addition) and the inverse (addition and subtraction). Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Recognise odd and even numbers. Interpret and construct simple data.

Yr3: Counting in 4s, 8s, 50s and 100s. Telling the time from an analogue clock, including Roman numerals. Comparing measure. Fractions, count up and down in tenths. Recall number facts for the 3, 4 and 8 times tables. Solve problems involving

SCIENCE

Y1 Everyday Materials

Y2 Uses of Everyday Materials

Y3 Light

COMPUTING

Y1 Digital painting

Grouping data

Y2 Information technology around us
Data Handling

Y3 Branching Databases

DESIGN AND TECHNOLOGY

Textiles - to design, make and evaluate a cushion.