MATHS

Mass and Capacity – We will begin to explore and measure mass and capacity and use measurements to calculate.

Fractions – We will consolidate our understanding of a half and then look at finding a quarter and a third.

Shape – We will look at the properties of 3D shapes including vertices, edges and sides. We will then explore how we can sort shapes based on their properties.

ENGLISH

How to make a bird feeder – Rigby Star (Instructions)

- Children will write instructions for how to plant a seed.

SCIENCE

Plants – We will explore how plants change through the seasons and continue to think about what seeds and bulbs need for growth.

Habitats – We will begin exploring different habitats and identify what we may find in a woodland habitat.

GEOGRAPHY

- **Visit the Local Area –** We will create a route for where we will explore before visiting the local area to identify human and physical features. Once back at school, we will create a map of what we found.

HISTORY

- **School Days** – Children will compare an image of the school and in 1996 and identify the similarities and differences. We will explore how schools have changed over time.

SMSC

- **Relationships -** We will look at different kinds of families and what families are for. We will also explore friendship and how to resolve conflict and give compliments. We will look at the words trust and what that means.
- **Why is Mohammed called the messenger of God? -** The children will learn about the prophet Mohammed. They will investigate the question above through a range of stories, referring back to the initial question at the end and creating their own message to share.

PHYSICAL EDUCATION

- **Real PE. – Unit 4 :** Children will develop and apply their ball skills and counter balance with a partner.
- **Multi Skills: Target Games:** Children will focus on activities that require them to send an object towards a target. They will be taught the skills of aiming, precision and accuracy as well as explore different ways of moving

COMPUTING

Preparing for Turtle

- **Moving forwards and Making Turns** – Children learn what an algorithm is. They will then create a simple program using simple algorithms to turn the turtle left and right. They will then create shapes.
- **Creating simple algorithms –** Children create a simple algorithm using simple blocks. They will use the repeat and green flag blocks to control the algorithm. They will then combine algorithms and use sprites.

Art

Working in Three-Dimensions: Be an Architect.

Children will explore architecture. They will explore architects and some of the ways they work. Children will then go on to create their own architectural model.

MUSIC

Charanga Music

- **Exploring Improvisation** – In this unit we will explore improvisation a bit further. We will use two or three notes and have a go at singing or playing on our own! We will also explore how music makes us happy.

SPECIAL EVENTS

Walk in local area