

	<i>Week 1</i>	<i>Week 2</i>	<i>Week 3</i>	<i>Week 4</i>	<i>Week 5</i>
<i>English</i>	<i>Spring Poetry</i>	<i>Personal narrative</i>	<i>Playscript</i>	<i>Diaries</i>	<i>Non-Chronological report</i>
<i>Mathematics</i>	<i>Making amounts-money</i>	<i>Division and multiplication</i>	<i>Addition and subtraction</i>	<i>Position</i>	<i>Position</i>
<i>Science</i>	<i>To explore and compare the difference between things that are living, dead and have never been alive.</i>	<i>To know animal habitats. To know why animals and plants are suited to these habitats and how they depend on each other.</i>	<i>To identify and name a variety of plants and animals. Polar desert and micro habitats.</i>	<i>To know how animals get their food. Make and read simple food chains.</i>	<i>To identify and name common animals and compare how they are different</i>
<i>Computing</i>	<i>Internet Safety Retrieving information safely</i>	<i>Retrieve information safely from the internet. Children find facts about Christopher Columbus using the internet.</i>	<i>To use technology purposefully to create, organise, store and manipulate. Children to create a food chain using images in shared area.</i>	<i>Create simple programs. Children to direct the Beebot around the map taking the journey of Christopher Columbus.</i>	<i>To use logical reasoning to predict the behaviour of simple programs. Children given an algorithm and they have to predict where this will take Christopher Columbus on the map from last week</i>
<i>Design and Technology</i>	<i>Improving an already existing product.</i>	<i>Improving an already existing product. Children to improve a jacket potato by making a filling.</i>	<i>Evaluate the existing product against the design criteria.</i>	<i>To use a range of tools and equipment to perform practical tasks. Sew sea animals.</i>	<i>To use a range of tools and equipment to perform practical tasks. Sew sea animals.</i>

	<i>Children to improve a jacket potato by designing a filling.</i>				
<i>Geography</i>	.			<i>Use maps and atlases to identify oceans and continents. Map out Christopher Columbus journey and label the oceans and continents around it.</i>	<i>Use simple compass directions to navigate Christopher Columbus.</i>
<i>History</i>	<i>Recognise why people did things Introduce children to a variety of explorers. Match explorer to event.</i>	<i>Recognise and make simple observations about who is important in historic accounts Power point of Christopher Columbus Mind map on what made Christopher Columbus important</i>	<i>Develop awareness on the past using common words and phrases relating to the passing of time. Sequencing activity.</i>		
<i>Art and Design</i>	<i>Non DT this half term</i>				
<i>P.E.</i>	<i>Striking and fielding Hockey</i>	<i>Striking and fielding Hockey</i>	<i>Striking and fielding Hockey</i>	<i>Striking and fielding Hockey</i>	<i>Striking and fielding Hockey</i>

	<i>Control by dribbling around cones.</i>	<i>Passing in pairs</i>	<i>Aim at mini goals</i>	<i>Defend by preventing the partner from getting the ball (in 3s)</i>	<i>Mini game</i>
<i>Music</i>	<i>Charanga Friendship song Use voices expressively and creatively to perform the song</i>	<i>Charanga Play tuned and untuned instruments musically glockenspiel</i>	<i>Charanga Play tuned and untuned instruments musically glockenspiel</i>	<i>Charanga Use body percussion to explore sounds. Children to copy the beat and sustain throughout the song</i>	<i>Charanga Use body percussion to explore sounds. Children to copy the beat and sustain throughout the song</i>
<i>R.E.</i>	<i>When and where was Buddah born?</i>	<i>What can we learn from the story of Sidd Hartha and the swan?</i>	<i>Why did Prince Sidd Hartha leave home?</i>	<i>What happened at the Bodhi tree?</i>	<i>Why did Angulimala change?</i>
<i>PSCHE</i>	<i>Feelings and relationships</i>	<i>Anger</i>	<i>Fear</i>	<i>Frustration</i>	<i>Managing change</i>