

	Week 1	Week 2	Week 3	Week 4	Week 5
English	Spring poem Senses - spring time walk outside I knew it was spring	Oliver's vegetables Sequencing the story Talk for writing Writing sentences to match each day Oliver visits the garden	Instructions / recipes Making soup	Information booklet Why should we eat healthy?	Persuasive letter Fruit has been stolen - write a letter to ask for it back.
Mathematics	Place value to 50	Multiplication Counting in 2 / 5 / 10	Multiplication Making arrays / grouping	Division Sharing equally	Fractions Finding half and quarter of a shape and quantity
Science	To explore and compare the difference between things that are living, dead and have never been alive.	To know animal habitats. To know why animals and plants are suited to these habitats and how they depend on each other.	To identify and name a variety of plants and animals. Polar desert and micro habitats.	To know how animals get their food. Make and read simple food chains.	To identify and name common animals and compare how they are different
Computing	Internet Safety Retrieving information safely	Retrieve information safely from the internet. Children find facts about Christopher Columbus using the internet.	To use technology purposefully to create, organise, store and manipulate. Children to create a food chain using images ion shared area.	Create simple programs. Children to direct the Beebot around the map taking the journey of Christopher Columbus.	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

<p><i>Design and Technology</i></p>	<p><i>Improving an already existing product. Children to improve a jacket potato by designing a filling.</i></p>	<p><i>Improving an already existing product. Children to improve a jacket potato by making a filling.</i></p>	<p><i>Evaluate the existing product against the design criteria.</i></p>	<p><i>To use a range of tools and equipment to perform practical tasks. Sew sea animals.</i></p>	<p><i>To use a range of tools and equipment to perform practical tasks. Sew sea animals.</i></p>
<p><i>Geography</i></p>	<p>.</p>			<p><i>Use maps and atlases to identify oceans and continents. Map out Christopher Columbus journey and label the oceans and continents around d this.</i></p>	<p><i>Use simple compass directions to navigate Christopher Columbus.</i></p>
<p><i>History</i></p>	<p><i>Recognise why people did things Introduce children to a variety explorers. Match explorer to event.</i></p>	<p><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></p>	<p><i>Develop awareness on the past using common words and phrases relating to the passing of time. Sequencing activity.</i></p>		

<i>Art and Design</i>	<i>Non - DT this half term</i>				
<i>P.E.</i>	<i>Striking and fielding Hockey Control by dribbling around cones.</i>	<i>Striking and fielding Hockey Passing in pairs</i>	<i>Striking and fielding Hockey Aim at mini goals</i>	<i>Striking and fielding Hockey Defend by preventing the partner from getting the ball (in 3s)</i>	<i>Striking and fielding Hockey 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 Buddha born?</i>	<i>What can we learn from the story of Siddhartha and the swan?</i>	<i>Why did Prince Siddhartha 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>