



Character Education

Cleanliness and Orderliness

Understand that when equipment is used it should be returned to where it belongs.

Understand that a clean and orderly environment has a positive influence on how we feel. Know our role in contributing to this.

Maths

Doubling and Halving

Solve one-step problems involving multiplication and division by calculating the answers using concrete objects, pictorial representations and arrays.

Religious Education

Christianity

Explore the importance of love and forgiveness as central to the Christian moral code.

Respond imaginatively to puzzling questions, communicating ideas.

Physical Education GAMES

Tri-Golf/Football

Master basic movements as well as co-ordination and begin to apply these to a range of activities.

Computing

Create simple programs.

Recognise common uses of information technology beyond our school

Music

Music Express

Explore ways of using our voices expressively.

Develop skills of singing while performing actions and creating expressive stories.

English

Traditional Tales

Considering and evaluating different viewpoints, attending to and building on the contributions of others.

Say out loud what they are going to write about.

Re-reading what has been written and checking it makes sense.

Leave spaces between words consistently.

Fantastic Festivals

History

Guy Fawkes

Develop an awareness of the past and understanding how he lived compared with today.

Finding out about how the Gunpowder Plot started and some of the problems the plotters encountered.

Art & Design Technology

Christmas cards and decorations

Using a range of materials creatively to design and make products.

Exploring and evaluating a range of existing products.

Science

Everyday Materials

Identifying and naming a variety of everyday materials including wood, plastic, glass, metal, water and rock.

Describe the simple physical properties of a variety of everyday materials.

Compare and group a variety of everyday materials on the basis of their simple physical properties