



Character Education

Understanding kindness in ourselves and others

Learning the value of encouragement

Understanding new challenges

Religious Education

Christianity and Judaism

*Learning about Judaism, the festival of Hanukkah

*Learning about the Synagogue

*Learning about the festival of Pesach (Passover)

*To recall the Christian story of 'The Nativity'

Physical Education

- *Dance – linking movements to music
- *Create a dance with a sequence of movements

Computing

- *Algorithms and coding – understanding what these terms mean and programming a computer character to follow a set of instructions

Music

Music Express

Explore ways of using our voices expressively.

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

English

*Researching famous people

*Drama and hot-seating as different characters

*Writing and reading Non-chronological Reports

*Spelling words with the suffixes, ed, ing, er, ly and est

*Identifying verbs, nouns, adjectives, adverbs and pronouns

*Using a variety of punctuation

Maths

Learning how to add and subtract two digit numbers using tens and ones or number lines

*Identifying 2d and 3d shapes and describing their properties

*Learning to tell the time – o'clock, half past, quarter past and quarter to

Fantastic Festivals

History

Guy Fawkes

Developing 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.

Remembrance Day

Explore traditions relating to Christmas around the world.

Art & Design Technology

Christmas cards and decorations focusing on joining materials

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

Exploring and evaluating a range of existing products.

Bonfire/Firework art
Creating poppies

Science

* Identify and compare a variety of everyday materials

* Identify what the materials can be used for

*Investigate how the shapes of solid objects made from some materials can be changed