

Science (Plants)

- To identify plants in the school grounds
- To identify parts of a flowering plant
- To identify and name wild & garden plants
- To sort flowers into groups
- To identify and name deciduous and evergreen trees
- To measure and compare leaves
- To recognise that new plants come from seeds & bulbs
- To recognise which plant parts you can eat

English:

Reading

- To review Set 2 & 3 sounds and read Set 2 and Set 3 words accurately.
- Read Write Inc Orange and Yellow books

Writing

- To write Set 2 and Set 3 sounds accurately

Literacy Tree - Dadaji's Paintbrush by Rashmi Sirdeshpande

- develop reading skills of prediction and inference
- have the opportunity to practice use of basic sentence- punctuation and create compound sentences before learning about apostrophes for omission and possession.

Write sentences by:

- Saying out loud what they are going to write about
- Composing a sentence orally before writing it
- Sequencing sentences to form short narratives
- Re-reading what they have written to check that it makes sense
- Discussing what they have written with others

Communication

- To introduce our class Oracy guidelines
- To teach specific Talk Tactics - 'Build': to develop, to add to or elaborate on an idea.
- To develop a wide and interesting vocabulary related to different topics
- Talk through stories daily session
- To speak with clarity and demonstrate good phonic knowledge by clearly pronouncing the sounds within words

Geography (Why do we love being beside the seaside so much?):

Compare our local beaches with Wembury in Devon

- How is the seaside different from other places?
- How do people enjoy themselves at the seaside?
- What can we find living in rockpools?
- How do people affect the beach?
- Whereabouts in the world is Wembury?
- How have our seaside holidays changed since the 1970s?

Music: (Having fun with improvisation)

Musical Learning: Singing and listening are at the heart of each lesson. Play, improvise and compose using a selection of 2 or 3 of these notes: C, D, E, F, G, A, Bb, B

Social Question: How Does Music Make Us Happy?

PE: Athletics

- Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot.
- Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control.
- Work with a partner to develop the control of their jumps.
- Vary their pace and speed when running.
- Run with a basic technique over different distances. Show good posture and balance.
- Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.

Computing (Programming – Bee Bot):

- Discuss and demonstrate how the Bee-Bot works.
- Create a demonstration video
- Plan & follow a precise set of instructions
- Program a Bee-Bot to reach a destination.
- Identify and correct mistakes in their programming.
- Create a program that tells a story

Summer Term 2 2024

We are learning...

History (Why is the history of my locality important?)

- Why was a castle built in Berwick?
- What is the significance of the Ord Cross?
- Why was George Stephenson the 'Father of the Railway'?
- Why do we remember the achievements of famous Northumberland footballers?
- How did the First World War affect the lives of people where I live?

PSHE – Rights and Respect

Taking care of things:

- Myself
- My money
- My environment

R.E

Who is Jewish and how do they live?

Design Technology (Cooking & Nutrition: smoothies):

- Describe fruits and vegetables and explain how to identify fruits.
- Name a range of places that fruits and vegetables grow.
- Describe basic characteristics of fruit and vegetables.
- Prepare fruits and vegetables to make a smoothie.

Art (Drawing: telling a story):

- To explore mark making with charcoal
- To explore & experiment with mark making to create textures
- To make observational drawings & use good observational skills to add detail to drawings
- Develop sketches into a character
- Begin to demonstrate an understanding of how drawing facial features in different ways conveys expressions.

Maths:

Geometry – Position & Direction

- Describe turns
- Describe position – left & right; forwards & backwards; above & below
- Ordinal numbers

Fractions

- Recognise half and a quarter of an object, a shape and a quantity

Place value within 100

- Count from 50 to 100
- Tens to 100
- Partition into tens and ones
- the number line to 100
- 1 more, 1 less
- compare numbers with the same number of tens
- compare any 2 numbers

Time

- Before & after
- Days of the week
- Months of the year
- Hours, minutes & seconds
- Tell the time to the hour
- Tell the time to the half hour