

Maths:

Number and place value: Comparing and ordering numbers from 0-100 including ordinal numbers with lots of interactive songs, activities and games.

Mental addition and subtraction: Learning our number bonds songs and rhymes to help remember our number facts. Taking part in problem solving activities to improve skills in adding and subtracting two digit numbers from larger numbers.

Mental multiplication and division: Doubling and halving two digit numbers and joining in with the Supermovers maths dances to help us remember the rules.

RE: Exploring Christianity:

Is it possible to be kind to everyone all of the time?

What did Jesus teach? Exploring stories that Jesus told.

Christmas – Jesus as a gift from God. Why did God give Jesus to the world? Is God important to everyone?

Geography: The traveller's chest.

Plotting the Traveller's journey across the world, using evidence from artefacts and a world map.

Exploring the countries of the UK with a little help from the Go-Jetters and their Funky facts! Finding out about flags, landmarks, traditions and stories.

Our capital city. Finding London on a map, recognising landmarks and creating our own London bus tour!

History: The Wright Brothers, first flight.

Watching real footage, role-play as if we were in the crowd, being news reporters, interviewing each other, creating posters to advertise, and designing our own planes.

The Great Fire of London. Exploring the events and the people involved. Discovering Samuel Pepys' diary. Roleplay and freeze frames.

English: Opening the mysterious Traveller's chest! Who did it belong to? Where had they travelled? What are all of the unusual and amazing objects inside? Using adjectives to describe the objects. Creating a character – the traveller and writing in character describing your travels.

Exploring John Burningham stories, including 'The magic bed' and 'Would you rather...?' Writing about our own imaginary worlds and creating stories. Writing our own 'Would you rather?' questions.

The First Flight – creating posters and writing accounts as if we were there!

and The Great fire –fact files, postcards, diaries,



PE:

Having fun learning football skills with Mr Brown.

Visiting the Leisure centre for some super swimming lessons.

Outdoor education exploring the woods and creating dens.

Design & Technology:

Flying machines. Find out about the first aeroplanes, labelling simple parts and exploring materials used. Investigate, make, test and improve paper aeroplanes. Design own flying machines and make a model using construction, including a propeller and axle.

Crown Jewels. Investigate, then design and make and evaluate our own. Use cutting and joining skills.

Science: Animals, plants and habitats:

What is a habitat and a microhabitat?

Exploring the woods and the school grounds to discover and learn about different plants and animals within their habitats.

What is the difference between things that are living, dead and have never been alive?

Identify different plants and animals and understand why they live in the areas they do.

Research native animals and their habitats

Fact finding about different animals and their homes.

Computing: Coding and algorithms:

Learning about coding and what an algorithm is through ipad learning games including 'Daisy the Dinosaur'.

Learning what a sprite is and creating one in 'Scratch' with a background.

Music: Exploring Rock music! Listening and appraising, learning songs, improvising, composing! **Listening to The Hebridean Overture, Fingal's cave.** Creating our own stormy music, and responding through Art.

Ho Ho Ho! – Christmas music, songs, improvising.

PSHE: Health and wellbeing:

Listening to songs and holding class discussions about the importance of staying fit and healthy. Exploring different emotions and moods through pictures and art. Celebrating each other's uniqueness and discussing the things that make us happy.

Art & Design:

Developing our observational drawing skills and pen and pencil techniques, looking closely at the objects from the Traveller's chest.

The Magic Bed - Exploring dream worlds by looking at the paintings 'Butterfly sails' and 'The elephants' by Salvador Dali. Water colour painting.

Fingal's cave – inspired by the music of Mendelsohn and the art of Turner, using chalk and charcoal to create stormy sea art.