

SPRING TERM

A

Plants

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees (1)
- Identify and describe the basic structure of a variety of common flowering plants, including trees. (1)
- Observe and describe how seeds and bulbs grow into mature plants (2)
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. (2)

HISTORY

- Significant historical events, people and places in their own locality.

GEOGRAPHY

Geographical skills and fieldwork

- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

Locational knowledge

- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.
- Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.

COMPUTING

Espresso Coding 1a, 2b

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

MUSIC

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

RE

Inspiration, influence and impact.

- Leaders and teachers who have an influence on others.
- How and why some stories and books are sacred and important.(Christianity.)

ART & DESIGN

- To use a range of materials creatively to design and make products.
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

P.E.

- Master basic movements including running, jumping, throwing and catching as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending
- Develop competence to excel in a broad range of physical activities.
- Perform dances using simple movement patterns.

DESIGN & TECHNOLOGY

DESIGN

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and where appropriate, information and communication technology.

MAKE

- Select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining and finishing)
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

EVALUATE

- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

PSHE

- Good to be me
- Going for goals

Ongoing Learning Objectives

SCIENCE - Seasonal Changes

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies.

ICT

- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.