

# SUMMER TERM

B

## SCIENCE - Living things and their habitats

- Explore and compare the differences between things that are living, dead, and things that have never been alive.
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how depend on each other.
- Identify and name a variety of plants and animals in their habitats, including micro-habitats.
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

## HISTORY

- Significant historical events, people and places in their own locality.
- Changes within living memory.
- The lives of significant individuals in the past who have contributed to national and international achievements.

## GEOGRAPHY

### Human and Physical Geography

- Use basic geographical vocab to refer to: **Key physical features:** beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather. **Key human features:** city, town, village, factory, farm, house, office, port, harbour and shop.

### Geographical skills and fieldwork

- Use world maps, atlases and globes to identify the UK and it's countries, as well as the countries, continents and oceans studied at this key stage.

## COMPUTING

### Espresso Coding 2b 1b

- 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
- iPads to photograph and video
- Puppet pals

### 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 - Expressions of belief.

- What celebrations are important in religions and world views.
- How symbols and artifacts are used to express beliefs and religions meaning.

### 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.
- About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. Andy Warhol
- Superhero portraits
- Andy Warhol

## P.E.

**Fundamental skills for net games. Athletics. Striking and fielding.**

- Master movements including running, jumping, throwing and catching as well as developing balance, agility and coordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending

## DESIGN & TECHNOLOGY

Superhero cars

### 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.

### TECHNICAL KNOWLEDGE

- Build structures, exploring how they can be made stronger , stiffer and more stable.
- Build and use mechanisms.

## PSHE

- Relationships
- Changes

## 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.