

Religious Education	English	Maths
<p><u>Old Testament: Stories and Prayers</u> To become familiar with key figures from the Old Testament and their stories. To reflect on the meaning behind the stories of the Old Testament. To identify and discuss their gifts from God.</p> <p><u>Miracles and Parables</u> To recall and retell key parables told by Jesus and explore the message contained in the stories. To reflect on the miracles of Jesus and his ability to heal the sick—comparing to the sacrament of the anointing of the sick. Understand that the Church carries on the work of Jesus through sacraments such as anointing of the sick.</p> <p><u>Advent</u> To identify symbols and signs of Advent, and create an advent wreath. To explore the phrase “prepare a way for the Lord” and the message of John the Baptist.</p>	<p><u>Instruction writing (The Lighthouse Keeper’s Lunch)</u> Children becoming familiar with the text through comprehension questions. Able to make sentences to give instructions (G + P imperative verbs) and looking at command sentences. Use text as a stimulus to create anti-seagull sandwiches using imperative verbs, time connectives and adverbs.</p> <p><u>Story Writing Skills and comprehension (Traction Man)</u> Predict and make inferences about Traction Man story. Use expanded noun phrases to describe a character and setting. Writing a narrative based around Traction Man (G+P focus: subordination and coordination).</p> <p><u>Report writing (The Hodgeheg)</u> Research and define technical vocabulary for a report. Write facts by using statement sentences (G+P: writing in present tense). Organise facts and information through subheadings.</p>	<p>2.5 read and write numbers to at least 100 in numerals and in words 2.2 recognise the place value of each digit in a two-digit number (tens, ones) 2.3 identify, represent and estimate numbers using different representations 2.4 compare and order numbers from 0 up to 100; use >, < and = signs 2.6 use place value and number facts to solve problems 2.1 count in steps of 2, 3 and 5 from 0 and in 10s from any number, forward and backward 2.8 recall and use add and subn facts to 20, and derive and use related facts up to 100 2.9 add and subtract numbers, including: a two-digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers 2.10 show that addition of two numbers can be done in any order subtraction cannot 2.7 solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures; applying their increasing knowledge of mental methods and written methods 2.11 recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems 2.20 recognise & use symbols for £ & p; combine amounts to make a particular value 2.21 find different combinations of coins to equal the same amounts of money 2.22 solve simple problems in a practical context involving + and - of money 2.12 recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers 2.13 calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs</p>

Science	Geography	History	Computing
<p><u>Everyday materials</u> Identify materials in our surroundings. Test materials to discover their properties for a purpose (bouncy shoes for a basketballer)</p> <p><u>Animals including humans</u> To describe the basic needs of animals. To know the importance of exercise and hygiene for humans. To know that offspring grow into adults.</p>	<p><u>My place in this world</u> To say what I like and do not like about the place I live. To say what I like and do not like about a different place. To name the capital cities of England, Wales, Scotland and Ireland.</p>	<p><u>Changes within living memory:</u> <u>Transport and communication</u> To identify differences between modern vehicles and earlier vehicles. To explain the importance of modern technology.</p>	<p><u>Multimedia—animation</u> Understand what an animation looks like. Using simple software to manipulate items to create a short animation.</p> <p><u>Desktop Publishing</u> Develop typing skills and familiarity with Word. Understand how text can be manipulated and the functions of some of the keyboard keys.</p> <p>Continue to develop fluency with typing and mouse skills and with the basic functions of opening software and files.</p>

PE	Music	Art & Design	Design Technology
<p><u>Basic Skills</u> To develop basic movements such as throwing, running, jumping at catching.</p> <p><u>Orienteering</u> To read simple maps and simple symbols.</p> <p><u>Tag Rugby</u> Develop their throwing and catching skills learnt in previous topic. To play in a team game.</p> <p><u>Fitness</u> To understand that exercise keeps our body healthy. Perform more complex exercise showing balance, agility and co-ordination.</p>	<p>The long and the short of it. Listening to and making different length musical notes.</p> <p>Working on the art of performing. Singing and playing musical instruments. Ending with a Christmas Performance.</p>	<p><u>Painting</u> To experiment with colour theory to create a range of colours. To become familiar with the life and works of Piaget and begin using pointillism in pieces of paintwork.</p>	<p><u>Shelter Making (Trip to Ryton Pools)</u> To make a design for a hedgehog house, considering the needs of a living animal. To create a suitable shelter using everyday materials and evaluate when completed. To make a human shelter at Ryton Pools, considering how to fulfil basic needs.</p>