

Land Ahoy!

Theme - History/Geography

The key theme of our topic is about famous explorers. We will be learning all about Christopher Columbus.

In Geography we will be learning what it is like to live by the coast and the seas and oceans of the UK. We will learn about features of a coast and how we can use the coast.

English

Narrative—My Grandpa and the sea by Katherine Orr

Non-fiction—leaflets—Christopher Columbus

Narrative—Katie Morag—Delivers the mail

Non-fiction—Postcards on the beach

Non-fiction—recount

Non-fiction—Instructions

Talk for Writing "The Gingerbread Man"

Talk for Writing "Anancy and Mr Dry Bone"

Read and respond- The Lighthouse Keepers lunch

Kinetic Letters

TRANSITION UNIT OF WORK - Perfectly

Norman by Tom Percival

PE

Games - Small sided striking and fielding games

Athletics - Sports day practise—track and field.

Design and Technology

Construction—lighthouse

Mechanism—wheel on axels (Beach Buggy)

RE

Beginning to learn about Sikhism.

How and why are some books holy? Special stories of Christians, Sikhs and Muslims

Music

Through the unit Your Imagination, children will play a tuned instrumental part with the song they perform.

Art

Collage—textures (Seth Clark)

Drawing—Lines (Mro)

Maths

Children will learn to:

- Find and name a half and a quarter of an object, shape or quantity.
- Recognise and name common 2D and 3D shapes.
- Describe position, direction and movement, including a whole, a half, quarter and three quarters turn.
- Sequence events and use language relating to dates.
- Tell the time to the hour and half past the hour. Draw the hands on a clock face to show these times.
- Compare, describe, measure and solve problems for weight, capacity and time.

Science

Seasonal changes—Spring and Summer

Plants - name common wild and garden plants and deciduous and evergreen trees. Basic structure of flowering plant and trees. Basic structure of flowering plants and trees

Light and Sound - link to senses—hear sound—distance. See - light and dark.

PSHE

Drugs and Alcohol, medicine and household products

'To know that friends don't make each other do things they don't want to do. 'Getting out of a bad situation' To know some ways to get out of a bad situation.'

SEAL

Relationships / Changes

Computing

Creating media - digital writing Learners will familiarise themselves with typing on a keyboard and begin using tools to change the look of their writing.

Programming B - programming animations introduces learners to on-screen programming through Scratch.Jr.



THREAD 5

A PLAN FOR EVERY DAY



Pause, listen,
reflect.



Reminder of
previous good
effort - use
mantras / scripts



Return to
notice
improvement

WHEN
THE ADULTS
CHANGE

Positive Behaviour for Learning

As part of our Positive Behaviour for Learning Policy we will be working on Thread 5 this term which looks at having a plan for every day. This means adults having a plan ready if things don't work out the way we expect or things have to change. This can sometimes mean having a plan B, C or even D!

Are you ready and prepared at home if things don't go to plan?

Do you think ahead of what to do if this happens?

Are you ready to change your plan?

Remind your child of previous good choices and use those positive mantras we talked about last time. Think of a script you could use such as 'I know that isn't what I'd like to happen