

P.E.

Dance- skills and routines to music.
Games- football.
Magnificent 7.

R.E.

How can we respond to the Easter story?

Sikhism

Music

Use voice expressively by singing sea shanties and traditional songs sung by sailors. Focus on rhythm and tone.

Create a pirate themed sea shanty.

Computing

Learn about algorithms and understand that devices can be programmed to follow instructions.
Safer internet day.
Use technology to retrieve and create digital content.

Science

Explore how we change as we grow up.
Gather and record data to answer questions.
Explore the basic needs of animals and humans for survival
Learn about healthy eating and the exercise, food and hygiene.

Geography

Use simple compass directions and locational and directional language to describe the location of features and routes on a map.

Create a treasure map based on the school grounds. Devise and use simple symbols and a key

To name and locate the four countries and capital cities of the United Kingdom and its surrounding seas.

To name and locate the seven continents and five oceans

History

Find out about the lives of significant individuals who have contributed to national and international achievements such as Grace Darling, as well as famous explorers such as Captain Cook and Christopher Columbus. Compare and contrast the lives of these explorers to ours.

Art

Explore colour, shape, line, form and space to create our own pirate flags.
Use a range of media to create different forms and textures to create a seascape.

Literacy

Surprising Sharks by Nicola Davies - retrieve facts, summarising main information for non-fiction texts. Presenting information verbally, creating an information text, writing their own poems, considering viewpoints and expressing these in different forms.

Guided reading- Looking at a variety of texts linked to land ahoy for comprehension, inference and prediction skills.

Phonics - revision of phase 5 and spelling rules.
Spelling, grammar and punctuation e.g. commas, suffixes, verbs, adverbs, homophones.

Mathematics

Number – read scales, in between numbers, round numbers to the nearest 10, estimating.

Addition and subtraction – find the difference between 2 numbers, mentally add 3 one-digit numbers.

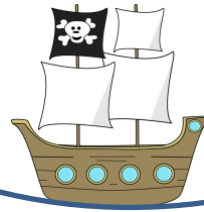
Multiplication and division – understand division as sharing, link division to halving, solve division problems practically by sharing.

Statistics – use a tally, draw a block diagram, answer questions about a graph, use Carroll diagrams to sort shapes

Measures – litres and millilitres, solve problems using measures, compare capacities, read a scale

Spring - 2S & 2P

Land Ahoy!



Design Technology

Explore mechanisms such as levers, sliders, wheels and axles.

Design and make a boat with a moving part such as a propeller.