

Into the Woods!



Key Vocabulary:

Woodland
habitats
Micro-habitats
Mini-beasts
Compass
North
South
East
West
Map symbols
key

Visits, visitors or key events:

Walk around Muskhams exploring Micro-habitats.
Canal and Rivers Trust visit.
Meadfleet Assembly



Maths:

Number and Place Value

- Count forwards and backwards in steps of 2, 3 and 5.
- To recognise odd and even numbers.

Measurement

- To measure length (cm).
- To measure length (m).
- To compare lengths.
- To + and – with length.

Fractions

- Unit fractions and non-unit fractions.
- Equivalence of $\frac{1}{2}$ and $\frac{2}{4}$.
- Finding $\frac{3}{4}$.

Multiplication/Division

- To divide by 10 – relate to $\times 10$.
- 5X tables.
- Related Division Fact.
- Review 2x and 10x Facts.

Money

- Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
- Find different combinations of coins that equal the same amounts of money.
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

Geometry

- Recognise 2D and 3D shapes.
- Identify and describe the properties.

Science:

Living Things and their Habitats

- To identify and name animals and plants in microhabitats.
- Use observations and ideas to suggest answers to questions.
- Identify and name a variety of plants and animals in their habitats, including microhabitats.
- Talk about what they have found out and how.
- To record simple data.
- Use non-standard units to measure and compare.
- Gather and record data to help in answering questions.
- Identify and name different sources of food, using food chains.

Key questions for this area of learning:

- What mini-beasts can be found in our area.
- How can we find our way through unknown areas?

Home learning ideas:

- Use the internet to explore different woodlands/forests around the world
- What micro-habitats can you find in your local environment?
- Make a bug hotel.

English:

Fictional stories

Little Red Riding Hood, Hansel and Gretel and Into the Forest.
Text types: Narratives, instructions, descriptions, wanted posters and missing person posters.

Pantomime writing – retell the story.

Poetry

Woodland Poems – to create a poem using our senses.

Rainbow Grammar

- Conjunctions.
- Apostrophes for possession and contractions.
- Expanded Noun Phrases
- Question words and marks.
- Commas in a list.
- Fronted adverbials of time and place.

Art and Design/Design Technology:

Textiles

- Learn about simple sewing techniques and begin to use to make stitches.
- Consider adding material shapes to the surface (applique).

Free Standing Structure

- Investigate current and design a freestanding bug hotel.
- Generate, develop and evaluate ideas based on simple design criteria.
- Know how to make freestanding structures secure, stronger, stiffer and more stable.
- Know and use technical vocabulary relevant to the project.

Printing

- To experiment with simple mono-printing techniques.

PE:

Gymnastics with Mrs Hough

- Learn and develop different rolls, landings, and shapes.
- Remember and repeat a range of gymnastics actions with control and precision.

Dance with Miss Nairn

- Compose and perform short dances that express and communicate moods, ideas and feelings.
- Explore, remember, repeat and link a range of actions with an awareness of the expressive qualities of dance.

Religious Education:

Believing

- To identify what is important to me.
- To understand that God is important to Jewish people.
- To understand the Jewish story of creation
- To understand that humans are stewards of the Earth.
- To investigate and reflect on the beauty of the world.
- To write a poem about our wonderful world.
- To care about our beautiful world.
- To explore what Jewish people do on the Friday night of Shabbat.

RSHE:

Online Relationships

- Give examples of how I use the internet to communicate with people.
- Give examples of emojis, acronyms, and text speak.

Self-image and Self-identity

- Explain what is meant by identity.
- Explain how I can be someone else online, e.g an avatar.
- I am aware that other people might pretend to be someone else online.

Online Reputation

- Recognise I need to be careful when sharing about myself online.
- Know I need to ask if I am not sure if I should put something online.

Copyright and Ownership

- Know that the work I create belongs to me I can name my work so others know it is mine.

Privacy and Security

- Know about passwords and that they need to be private.

Health, Wellbeing and Lifestyle

- Recognise the pressures technology can place on me.
- Explain some of the risks of speaking to people online.
- Know my feelings can be hurt online I can explain online and offline friends.

Mental Health Week activities and 'Energy Accounting'.



French:

Les couleurs et les nombres (Colours and numbers)

- To learn how to name and recall 10 colours in French.
- To introduce, learn and recall numbers 1-10 in French.
- To consolidate all 10 colours and numbers 1-10.

Geography:

Maps

- Devise a simple map and key of North Muskham using class agreed symbols.
- Recognise why maps need a title.
- Begin to draw objects to scale.
- Use locational language and the compass points (N, S, E, W) to describe the location of features on a map, describe the route on a map and to plan a route in the playground or school grounds.
- Use a map to follow a prepared route.

Computing:

Programming A

- To describe a series of instructions as a sequence.
- To explain what happens when we change the order of instructions.
- To use logical reasoning to predict the outcome of a program.
- To explain that programming projects can have code and artwork.
- To design an algorithm.
- To create and debug a program that I have written.