

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.



Maths:

Number and Place Value

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

Addition and Subtraction

- Add and subtract multiples of 10.
- Adding 2 digit and 1 digit crossing 10.
- Subtraction of a 1 digit number from 1 2 digit number crossing 10.
- Missing number problems.

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

Peter Pan – retell the story

Poetry

Woodland Poems – to create a poem using our senses.

Rainbow Grammar

- Capital letters for proper nouns
- Apostrophes for possession.
- Expanded Noun Phrases
- Question words and marks.
- Adverbs
- Using numerical determiners

Art and Design/Design Technology:

Sculpture

To plan and design a product for a specific purpose.

Consider how structures need to be able to support themselves.

Manipulate and join man-made objects to make a structure.

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

Find out that plants can be used make prints from their colours.

RSHE:

Online Relationships

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

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.

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.

PE:

Fitness with Mrs Hough

- To improve speed, agility, stamina, balance, control and coordination.
- To work well as a team.
- To use good technique and energy levels.

Dance with Mrs Evans

- 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.