

Key Vocabulary:

Ocean
Continents
Countries
Habitat
Food Chain
Seeds
Bulbs
Life cycle
Growth
Titanic
Iceberg
Collision
Passengers
Survivors
Disaster

Water

Maths:

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.

Addition and Subtraction

- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Measure – Time

- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.

Multiplication and Division

- Review 2x, 5x and 10 tables and related division facts.
- Solve problems in context.

Measurement – Capacity

- Use ml/l to measure volume/capacity.
- Compare using symbols < and >.
- Solve simple problems.

Gaps identified in SATS.

Science:

Ocean Habitat

- Identify, describe and classify a variety of ocean animals.
- Describe the food chains in the ocean.

Plants

- Observe and describe how seeds and bulbs grow into mature plants.
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Working Scientifically

- Perform tests using simple equipment.
- Observe changes over time, and with guidance, begin to notice patterns.
- Gather and record data to help in answering questions.
- Record simple data in a table that my teacher has provided.
- Talk about what they have found out.
- Use observations and ideas to suggest answers to questions.

Home learning ideas:

- Make an under the sea habitat.
- Research pollution in our oceans.
- Learn some sea shanties.

Key questions for this area of learning:

- What are the names of the main oceans?
- What are the names of the continents?
- What do plants need to grow?



English:

Fictional stories

Bubbles

Non-chronological Reports

To write a report for a chosen animal.
To write a report for a mythical sea creature.

Diaries and postcards

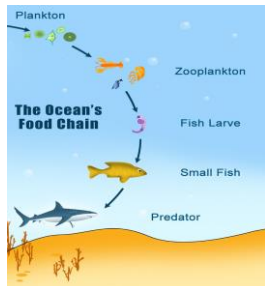
To write a diary of an astronaut and pirate.
To write a postcard of the Little Boat's journey.

Non- Fiction- Job applications

To write a job application to be a pirate.

Recounts

To write a recount of the visit to Magna Science Centre.



Visits

Magna Science Centre

Art and Design/Design Technology:

Observation drawing and still life

- Develop knowledge of painting genres by looking at still life.

Clay thumb pots

- Develop confidence and knowledge using clay to make two thumb pots independently.
- Know about crafts people who use clay.
- Learn how to join clay using slip .
- Use textural effects and tools to simulate natural surfaces on clay.

Lever

- Select and use tools suitable for the task.
- Explore a range of existing books and everyday products.
- Understand that different mechanisms produce different types of movement.
- Know and use technical vocabulary relevant to the project.
- Add levers and make the mechanism.
- Design and evaluate their product.

French

Under The Sea

- To introduce the children to common sea creatures in French.
- Start to explore the patterns and sounds of language through song.



RSHE/PSHE

- **Money** -To know that money comes from different sources and can be used for different purposes, including the concepts of spending and saving. To know about the role money plays in my life including how to manage my money, keep it safe, choices about spending money and what influences those choices.
- **Staying Safe** – Know some basic First Aid and know when to get help and who to go to. Also, water safety.
- **Equality, Prejudice & Hate Crime** - To recognise and respect differences and similarities between people.
- **Marriage** – To understand that marriage is a legal commitment made between two people. To know that marriage in the UK can be between a man and a woman, a woman and a woman or a man and a man.
- **Families** – To understand families come in different forms.
- **Bereavement and Loss**- To know that it is ok to talk about my worries around bereavement and loss. To know it is ok to show others how I am feeling.

Geography

- To name and locate the continents and oceans of the world.
- To identify key features of the continents of the world.
- To know the location of hot and cold countries around the world.

Computing

Creating media - Digital music

- To create music for a purpose.
- To review and refine our computer work.

Programming B

- Explain that a sequence of commands has a start.
- Explain that a sequence of commands has an outcome .
- Create a program using a given design.
- Change a given design.
- Create a program using my own design.
- Decide how my project can be improved.

Computer safety lesson.

History

Titanic

- To understand the events of Titanic and how the different classes and genders were treated.
- Develop their own interpretations.
- Ask questions about and recognise why people did things, why events happened and what happened as a result.
- Recognise different ways in which the past is represented.
- Compare pictures or photographs.

Religious Education

Jewish and Christian Stories

- To know the difference and similarities between the two religions.
- To know about bravery and courage.
- To know that everyone has a second chance.
- To learn about Noah's impact on the Earth.
- To learn about sticking with what you believe in.
- Daniel and the Lion's Den- To be persistent – to believe in what you believe.
- To learn about obstacles and forgiveness (Joseph and the Amazing Technicolour Dreamcoat).
- To learn about making bad choices from The Bible.

PE

Tennis

- Use and move with a tennis racket with control.
- Perform a variety of skills, using ball control.
- Send/Pass a ball with increasing accuracy and consistency.
- Understand and follow the rules of games.
- Watch and describe a performance accurately.

Rounders

- Perform a range of catching and gathering skills with control.
- Hit a ball with increasing control and accuracy.
- Perform actions with control of the ball.
- Choose and use simple tactics.