

Design and Technology

- ◆ Cooking—egg muffins
- ◆ Skills—claw knife technique/whisking

P.E

- ◆ Gymnastics
- ◆ Striking and fielding

Science

- ◆ Life cycles of humans and animals
- ◆ Basic needs of animals
- ◆ Food chains/webs



Computing

Robot algorithms



Geography

To apply geographical vocabulary to refer to human and physical features



English

- ◆ Letter writing—The day the crayons quit (Oliver Jeffers)
- ◆ Narrative (story) writing—The owl who was afraid of the dark/Giraffes can't dance



Maths

- ◆ Telling the time to the nearest 15 minutes (greater depth—nearest 5 minutes)
- ◆ To recognise units of measure for length, weight and capacity



Spelling and grammar

- ◆ Past and present tense (progressive form)
- ◆ Contractions
- ◆ Homophones
- ◆ Suffixes: ful, ness, ment,

PSHE

- ◆ Relationships
- ◆ Different times of families
- ◆ Physical contact boundaries
- ◆ Secrets
- ◆ Trust and appreciation

Art

- ◆ Sculpture
- ◆ Use clay to create a sculpture
- ◆ Create appealing products using design



R.E.

- ◆ God—Islam
- ◆ How can we describe God?
- ◆ Thankfulness

Music

- ◆ Friendship songs
- ◆ Stomp

*What came first
the chicken or the
egg?*