



## Subject Spotlight

Science



### How do plants grow and what do they need to survive?

#### Are all plants the same?

To describe the basic structure of a variety of common flowering plants.

#### How do seeds and bulbs grow into mature plants?

To observe and describe how seeds and bulbs grow into mature plants.

#### Does a plant need light to survive?

To know that plants need water, light and a suitable temperature to grow and stay healthy.

#### Does a plant need water to survive?

To know that plants need water, light and a suitable temperature to grow and stay healthy.

#### What is the lifecycle of a sunflower?

To describe how seeds and bulbs grow into mature plants.



This Term's Value is...

**Creativity**

**Class Book**

Dave Pigeon Collection

By Swapna Haddow



### English

- Look at the features of a narrative.
- Write for different purposes.
- Understand and use adjectives and conjunctions.
- Understand and use adverbs within our writing.
- Understand and use expanded noun phrases.
- Use a range of suffixes within our writing.
- Re-read our writing to check that it makes sense.
- Form all lower case and capital letters correctly, using lead-in lines.
- Apply our phonics knowledge to reading and spelling.
- Read texts fluently and with appropriate intonation.
- To use prediction skills on the basis of what is said and done in a text.
- To retrieve information from a text.
- To make simple inferences from a text.

### Maths

- Recognise equal and unequal parts.
- Recognise and find a half.
- Recognise and find a quarter.
- Recognise and find a third.
- Know what a unit fraction is.
- Recognise the equivalence of a half and two quarters.
- Count in fractions up to a whole.
- Tell time to the hour.
- Tell time past the hour.



### History - What makes a castle a castle?

Castles were strong buildings used to defend an area from attack. They were places where the local lord would live in peacetime with his family.

#### Why did people build castles in the past?

Castles were used to defend areas and showed power and wealth.

#### What made castles so strong?

Castles had towers, a hill-top position, thick walls, portcullis, gatehouse, square tower, a drawbridge, moat, arrow slits and battlements.

### Geography

#### What is it like to live by the coast?

- To locate the seas and oceans surrounding the UK.
- To explain what the coast is
- To identify the physical features of the coast.

### PE

#### Games: Locomotion (agility)

- To know a variety of ways to move.
- To move effectively in a straight line.
- To apply changes of direction.
- To change direction effectively.
- To use evasion and special awareness skills.
- To apply agility.

### Art – 3D colour

- To use my imagination to play and explore using materials.
- To use my imagination to reinvent the stick.

### D&T– Mechanisms: Make a Moving Monster

- To know that a lever is something that turns on a pivot and that a linkage is a system of levers that are connected by pivots.
- To make linkages that enable the monster to move.

### RE – Islam

#### Key Question: Does going to a mosque give Muslims a sense of belonging?

- To understand how meeting in a certain place could make me feel like I belong.
- To explain what happens when Muslims pray alone or at the mosque.
- To talk about how Muslims feel a sense of belonging when they are with other Muslims or when they pray on their own and say why this might be.

### PSHE – Relationships

- To know which types of physical contact I like and don't like and be able to talk about this.
- To identify some of the things that cause conflict with my friends.
- To demonstrate how to use the positive problem-solving technique to resolve conflicts with my friends.
- To know how it feels to be asked to keep a secret I do not want to keep and know who to talk to about this.
- To recognise and appreciate people who can help me in my family, my school and my community.
- To express my appreciation for the people in my special relationships.

### Computing – Programming (Using Scratch Junior)

- To explore a new application.
- To create an animation.
- To use characters as buttons.
- To follow an algorithm.
- To plan and use code to create an algorithm.