



How have toys changed over time?

What are our toys?

- What their favourite toys are.
- Know which is an old toy and which is new.
- Know how to sort toys into different categories.

How can we tell these toys are old?

- A well-loved and much played with toy might look 'old' when it was purchased only a short time ago. In the same way old toys can look 'new' when they have been carefully handled and treasured.
- Know at least two reasons why an obviously old toy is old, focusing on signs of wear and material, possibly design too.

What were our grandparents' toys like and how do we know?

- Know what evidence we can use to explore the question.
- Changes across two generations.



This Term's Value is...

Unity

Class Book

The Paper Dolls

By Julia Donaldson



English

- To spell words containing each of the 40+ phonemes taught, common exception words and days of the week.
- To begin to form lower case; capital letters correctly and numbers 0-9.
- To leave spaces between words.
- Sequence sentences to form short narratives.
- To combine words to make sentences containing the conjunction and.
- To use joining words and clauses using co-ordinating conjunction 'and'.
- To use the subordinating conjunction 'because'.
- To listen and discuss poems, stories and non-fiction texts.
- To apply phonic knowledge to decode words.
- To predict what might happen next.
- To infer what is being said or done.

Maths

- Read and write and understand place value of numbers up to 50.
- To sort and count objects.
- To recognise numbers as words.
- Compare numbers using the vocabulary fewer, more, same, less than, greater than and equal to.
- To write number sentences.
- Number bonds to 20.
- To add and subtract within 20.
- Compare and measure lengths and heights.
- Tell the time to the hour and half hour.



Science – Animals including Humans

- Observe and describe weather associated with the seasons and how day length varies.
- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammal
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores
- describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
- identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

RE – Christianity

Key Question: Why was Jesus welcomed like a king or celebrity by the crowds on Palm Sunday?

- To understand about qualities in people I admire.
- To explain why Jesus might have been special or important to the people around him.
- I can retell some of the Easter story (Before and during Palm Sunday).
- I can talk about a person I admire and say why I admire them.

PE

Games- Object control

- To explore ways of moving an object.
- To use both sides of body to move an object.
- To create an original sequence.
- To control whilst changing direction.
- To control object using a stick or a bat.

Gym- Flight

- To explore jumping.
- To know principles of take-off and landing.
- To use different take-off and landing points.
- To alter shapes in the air.
- To create a 5 part sequence.

PSHE – Healthy Me

- Know the difference between being healthy and less healthy.
- Know how to make healthy lifestyle choices.
- Know how to keep myself clean and healthy, and how germs cause disease and illnesses.
- know that all household products including medicines can be harmful if not used properly
- understand that medicines can help me if I feel poorly and I know how to use them safely.
- know how to keep safe when crossing the road, and about people who can help me to stay safe.
- Explain why I think my body is amazing and can identify some ways to keep it safe and healthy.

Art – Colour

- Explore art made by other artists inspired by flora and fauna.
- Observe insects and plants closely and make drawings using pen to describe what I see.
- Experiment using graphite and oil pastel and make my own insects.
- Cut out shapes in different colours and use these shapes to make an insect or bug. I can think about its body parts and what I would like them to look like.
- share my artwork with the class.

D&T - Structures

- To create a stable structure.
- To use tools and equipment accurately to make part of a structure.
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Geography –

- Explain the location of features using some directional language.
- Use an aerial photograph to locate physical and human features.
- Draw simple pictures or symbols on a sketch map.
- Draw compass points.
- Name the continent they live in.
- Use an atlas to locate the UK and China on a world map.
- Use an atlas to locate Europe and Asia on a world map.
- Identify China's physical and human geography.
- Sort physical and human features using photographs.
- Identify similarities and differences between human and physical features.

Computing –Algorithms

- To understand what an algorithm is.
- To follow instructions precisely to carry out an action.
- To understand that computers and devices around us use inputs and outputs.
- To understand and be able to explain what decomposition is.
- To know how to debug an algorithm.