

ENGLISH

Outcome: Children will write their own versions of fantasy tales using real like elements.

They should be able to:

- Say out loud what they are going to write about
- Compose a sentence orally before writing it
- Participate in discussions, presentations, performances, role play/improvisations and debates
- Leave spaces between words.

English

Outcome: Children will an information text about a chosen landmark. They should be able to:

- Use a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'
- Join clauses using "and"
- Begin to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark.

ART AND DESIGN TECHNOLOGY

Outcome: Children will create a model of a chosen London landmark.

They should be able to:

- Cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines.
- Explore mark-making using a variety of tools.
- Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing.

COMPUTING

Outcome: Children will create algorithms to control a beebot.

They should be able to:

- Recognise common uses of information technology in the home and school environment.
- Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies.

Maths

Outcome: Children will become more proficient with the use of Multiplication and division. They should be able to:

- Solve one-step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays.
- Measure and begin to record time (hours, minutes, seconds).
- Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
- Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
- Count, read and write numbers to 100 in numerals;
- Count in multiples of 2s, 5s and 10s

Landmarks



PE: Outcome: children will take part in games lessons focusing on:

- Team work skills.
- Travelling and controlled movement.
- Passing and shooting.

Geography:

Outcome: Children will be using aerial maps to identify their school grounds.

They should be able to:

- Use simple observational skills to study the geography of the school and its grounds.
- Link their homes with other places in their local community.
- Know about some present changes that are happening in the local environment e.g. at school.
- Suggest ideas for improving the school environment.

History

Outcome: Children will be identifying historical London landmarks.

They should be able to:

- Sequence events and recount changes within living memory.
- Find answers to some simple questions about the past from simple sources of information.
- Identify some similarities and differences between ways of life in different periods.

RELIGIOUS EDUCATION

Outcome: Children will learn about Hinduism and Holi festival.

They should be able to:

- Name and explore a range of celebrations, worship and rituals in religion, noting similarities where appropriate.
- Consider religious festivals and the importance of why they are celebrated.

PSHE Outcome: Children will learn about the wider world around them. They should be able to:

- To understand the difference between needs and wants.
- To develop understanding of money.

SCIENCE - Seasonal Change

Outcome: Children will observe and describe weather associated with the seasons and how day length varies.

They should be able to:

- Describe weather associated with the seasons and the change across the seasons.
- Recognise how the weather is different in the UK compared to other countries.
- Make observations using a rain gauge.
- Understand the importance of the sun.