


<p>Maths</p> <ul style="list-style-type: none"> • Revision of all maths learnt so far • Problem solving and reasoning challenges • Measuring • Fractions • Giving change 	 <div data-bbox="815 619 1458 727"> <h2>Our Local Area</h2> </div>	<p>Art</p> <p>Children will express opinions and draw their ideal playground with their own architectural improvements by sketching.</p> <p>Children will sketch and paint bees in Northumberland yellow and red colours as part of looking at the local area and honey farms.</p> <p>Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>
<p>English</p> <p>Information texts about minibeasts: identify features of information texts, compare stories about minibeasts. Explore exciting facts about owls, make a quiz and an owl poster.</p> <p>Humorous stories and stories from other cultures: revision of punctuation and grammar learnt so far, using subordination (when, if, that, or because and coordination (or, and, but)</p>		<p>RE</p> <p>Children will identify what a parable is. Tell the story of the Lost Son from the Bible simply, and recognise a link with the concept of God as a forgiving Father. Give clear, simple accounts of what the story means to Christians</p> <p>Children will be looking at Judaism and will look at how Jewish people celebrate special times (e.g. Shabbat, Sukkot, Chanukah)</p> <p>Make links between Jewish ideas of God found in the stories and how people live ☞ Give an example of how some Jewish people might remember God in different ways (e.g. mezuzah, on Shabbat).</p>
<p>Science/Design Technology</p> <p>Plants - Growing Things Children will look closely at plants in the natural environment, taking measurements and drawing. They will plant a variety of seeds and compare them as they grow. They will record changes using scientific vocabulary. They will set up an experiment to observe what plants need to grow successfully. We will link this to plants we eat and healthy eating.</p> <p>Living Things and their Habitats - Habitats and Homes</p>	<p>Computing</p> <p>CS: Human Crane based on garden themed story book. Understand that Algorithms need to be precise when manoeuvring Beebot around Riding Mill Village Map.</p> <p>IT: paint garden from the story, collect data from school wild area and local park and graph, JIT Mix - combine elements to make a class book, sequence instructions for how to plant a bean,</p> <p>DL: digital-literacy.org.uk - follow the digital trail lesson - digital footprints they leave behind</p>	<p>PSHE</p> <p>Dealing with Change Positively</p> <p>This theme tackles the issue of change and aims to equip children with an understanding of different types of change, positive and negative, and common human responses to it. The theme seeks to develop children's ability to understand and manage the feelings associated with change. It aims to develop knowledge, understanding and skills in three key social and emotional aspects of learning: motivation, social skills and managing feelings</p>

<p>History/Geography</p> <p>Learn about playgrounds. Gather information through field work, orienteering, measuring and map activities. Compare Riding Mill to a contrasting village in Kenya</p> <p>Explore local area and find clues to lead us to the past. Compare RM now to 100 years ago.</p>	<p>PE</p> <p>Multi skills with Tony</p> <p>Tennis with Tom</p> <p>(Y2) Swimming</p>	<p>Music</p> <p>The long and short of it – The children will begin to explore duration</p> <p>Feel the pulse - exploring pulse and rhythm</p>
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