#### Art

We will learn about the life and explore works by Henri Rousseau. We will create fact books to explain to others the life of Rousseau. We will explore famous portraits and landscapes. We will learn that Rousseau claims to have invented a new genre of 'Portrait-Landscapes' and will create own Portrait-Landscape picture. We will explore animals in Rousseau's paintings, in particular the pouncing animals and will then design animal masks in the style of his works.

## <u>Reading</u>

We will be drawing from a range of texts across the curriculum, including: A Mouse Called Julian, The Wolf and the Duck and the Mouse, The Hodgeheg, Emily and the Rabbit, Willy the Wimp, There is a Tiger in the Garden, The Magic Bojabi Tree; and Lila and the Secret of Rain

### Computing

We will conduct a survey and produce a pictogram which we will then turn into a graph using digital tools. We will sort the information and present the data using a digital graph that we have created ourselves.

### **English**

We will be writing simple stories based on familiar stories that we know from our childhood in first or third person. We will also explore simple non-chronological reports based on our topic 'World of Wonders' and we will write recounts based on an experience we have had recently.

#### Science

We compare things that are alive, not alive, and once alive. We will sort and compare animals, plants and non-living things. We will notice that living things have offspring which resemble their parents and that we grow into adults which reproduce. We will order the growth of humans and will complete our Quest by imagining we are curators of a museum where we will make an exhibition on living things.

#### Maths

We will focus this term on + and - including with several numbers and reasoning problems. We will focus on measures and statistics as well as comparing weights. We will use x and ÷ to find half, quarter and thirds. We will extend our understanding of money and calculate using money

#### PF

'Invasion games' builds upon many of the skills the we will have learnt in year 1. We will develop our understanding of principles of invasion games such as attacking, defending, scoring and teamwork. We will learn how to dribble, pass and receive the ball in a variety of ways for a range of invasion games and to use space effectively in a game. We will learn how to dodge to get free from a defender, to receive a pass as well as how to mark an opposition player — all important skills needed to play invasion games. We will practise aiming for and protecting a target.

# History

We will be exploring changes in recent history including changes in: every day life (clothes, washing, schoollife); changes in transport (cars, planes, trains, space race); changes in communication (letters, telegrams, phones and computers); and changes in food (availability, food types and shortages). We will explore primary sources which give us ways to identify and see the effect these changes have.

#### Music

We will listen and respond to a range of songs we might not have heard before. We will improvise with a range of instruments and compose an 8-bar melody using up to five different notes. We will perform our performance with the class.

## Geography

We will be learning about hot and cold climates and the spectrum of places in between. We will learn about the equator and what this means for the countries on the equator line. We will learn the 7 continents and 5 oceans as well as major human and physical landmarks from each of these continents.

#### RE

We will learn about special things in nature and how the main religions reflect this in their beliefs. We will explore special things in nature around us and the morals around sustainability and looking after our environment. We will explore how Christian, Buddhist, Hindu, Islamic and Sikh beliefs all use nature to underpin stories and a good moral code.

## <u>DT</u>

We will investigate a range of puppets and explore what makes them popular and successful products. We will develop designs for puppets and then make them and evaluate what we have made using our own success criteria.