

Food and

Computing

Children will learn about computer simulations and will design and produce their own computer simulation or adventure game.

Science and PSHE

Children will learn about human and animal nutrition and how to make choices about what is put into the body. How the skeleton supports, protects and allows movement.

Geography

Children will consider the geographical issue of recycling. They will find out more about it and design surveys and questionnaires to canvass the views of others.

RE

Children will learn about how the Bible has been compiled and organised, and will learn about the creation story in Genesis.

DT

Children will learn about the function of a greenhouse and will investigate, design their own, and evaluate against set criteria.



Outdoor Learning

Children will explore how the changing season impacts the environment. Children will use nets effectively to go pond dipping.

Maths

Place value in 3-digit numbers to order and compare

Addition using the expanded column method

Tell the time to the nearest minute on analogue and digital clocks

Subtract using the counting on method

Double and halve numbers to 100 by partitioning

Writing

Exploring characters and settings in narratives.

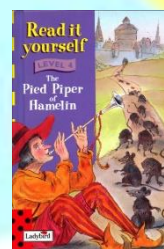
Persuasive writing to argue a case from a particular point of view and to encourage the reader/listener towards the same way of seeing things.

Writing explanations - organising ideas into sections with subheadings

Shape poetry.

Reading

We will be continuing to read high quality texts from our reading spine to develop a love of reading, broaden vocabulary, practise strategies to improve comprehension and discuss poetry, fiction and non-fiction.



Fitness