

SCIENCE

Materials

Sort materials into different categories (based on their properties)

Guess the material game using the properties of each material.

Carry out simple tests to see how weather proof /strong / magnetic etc. different materials are.

Make bird feeder from appropriate materials.

Bridge building – investigating how to make a bridge – what materials etc. how strong can they design a bridge.

Possible architect company visit in Spring 2 to build bridge.

Seasonal Change

Create class weather chart to record weather over a period of time.

Winter walk – compare with autumn walk

Spring hunt – look for signs of spring – predict summer

LITERACY

Handwriting – daily sessions – 0-9

- Lower case letters

Daily RWI sessions

Book reviews – saying what they like and dislike about stories (recommend to a friend wall)

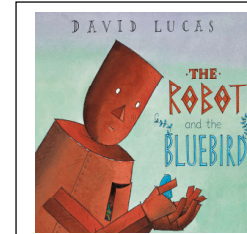
T4W oral rehearsal of stories – boxing up of features (story Spring 1 and recount Spring 2)

Rhyming games

Immersive activities about The Robot and the Bluebird (CLPE) including drama and role play, imagining and exploring ideas.

NOVEL STUDY

The Robot and the Bluebird
by David Lucas



MAIN OUTCOME

Children to hold Dragon's Den style pitches to adults about invention using all they have learnt about inventions.

What is the greatest

PSHE / RE

Selfishness and selflessness and the importance of thinking about others before ourselves.

Keeping safe (linked to growing use of technology)

Easter story – Easter around the world.

NUMERACY

Add and subtract within and beyond ten by counting on. Use ten frames and Numicon to deepen understanding of addition and subtraction.

Consolidate rapid recall of number-bonds to 10.

Express addition and subtraction as bar models, part whole models and as calculations using the symbols + - and = Learn numbers up to 50 and understand the place value of both digits in a 2-digit number.

Learn to count in 2s 5s and 10s and begin to use the language of multiplication.

Measure length and height and express these in cm and non-standard units such as hands and feet.

Measure weight and volume and express understanding in both standard and non-standard units of measure.



T4W – The Robot and the Bluebird (shortened version)

Innovate – change weather in the story on the journey.

Invent – children write own journey story about helping a friend

GEOGRAPHY

Make large map showing continents for Beebots to move around on.

Learn continents song

Compare Newcastle bridge to Sydney Harbour bridge – climate etc.

HISTORY

History of robots. Past – present – future.



SPAG

Connectives – Adjectives – describing robots (role on the wall)

- describing birds (factual)
Adding suffixes ing, ed, er, est

WOW/IMMERSION

What can you do with a box? Have boxes and children will be given opportunity to build with them. Have ready-made robot as stimulus.

Visit by Animate2educate to introduce the topic- children explore how to program robots.

Quayside visit to study the bridges (am) followed by bridge building workshop at BALTIC

Possible visit by architect company to build large scale bridge.

PE

Dance – Robot dancing (linked to FX guru dancing robot)

Gymnastics – linking movements

MUSIC / Art

Learn to play the glockenspiel – robot music.

Robot art based on Karl Egenberger (link to Lit – describing robot)
Aboriginal art

DESIGN TECHNOLOGY

Design and make own bird feeder.

Design and make own bridge – test for strength and evaluate design.

ICT

Animate2educate visit to learn about programming bluebots. Children use beebots to plan journeys Explore remote controlled toys.