

## SCIENCE

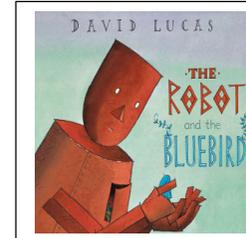
- Distinguish between objects and materials
- Identify and name everyday materials
- Describe simple properties of everyday materials
- Compare and classify materials
- Ask simple questions.
- Observe closely
- Perform simple tests.
- Identify and classify
- Suggest answers to questions
- Gather and record data.
- Observe seasonal changes in weather and day length

## LITERACY

- Say what they like or dislike about a text.
- Listen to others' ideas about a text.
- Retell key stories orally using narrative language.
- Recognise rhyming language
- Hear and recognise all 40+ phonemes and match them to their graphemes.
- Apply phonetic knowledge in reading unfamiliar words and writing unknown words.
- Use prior knowledge to understand texts.
- Give opinions about a character.
- Form lower case letters in the correct direction, starting and finishing in the right place.
- Form the digits 0-9 correctly.
- Plan writing by saying what they are going to write about.
- Read own writing aloud to check for sense.
- Use a full stop accurately.

## 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  
invention?

T4W – Recount of a school day

Innovate – change what happens on the  
afternoon session

Invent – Trip to the Baltic

## PSHE / RE

- To know the importance of looking after others.
- To know how to keep safe when using the internet.
- To know the Easter story

## 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

- Name and locate the world's continents and oceans
- Compare a UK locality with one outside Europe (Australia)
- Identify weather patterns in the UK; locate hot/cold areas of the world
- Use world maps, atlases and globes
- Use the four points of the compass and locational/ directional language

## HISTORY

- Identify changes within living memory
- Significant events (national and international) beyond living memory.



## SPAG

- Use the suffixes -ing, -ed, -er, and -est where no change is needed in the spelling of the root words.
- Write from memory simple dictated sentences including the words taught so far.
- Use 'and' to join ideas within a sentence.
- Begin to use adjectives to add detail to my sentences.
- Spell some common exception words.
- Begin to use other punctuation such as exclamation mark and question marks.

## DESIGN TECHNOLOGY

- Design purposeful, functional and appealing products
- Generate, develop, model and communicate ideas
- Select from and use a range of tools and materials
- Evaluate existing products and own ideas and products
- Build and improve structures Explore and use mechanisms (e.g. levers, wheels)

## ICT

- Understand use of algorithms
- Write and test simple programs
- Use logical reasoning to make predictions
- Communicate online safely and respectfully.

## 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

- Master and apply basic movement skills
- Perform dances using simple movements.

## MUSIC

- Play tuned and untuned instruments musically.
- Make and combine sounds musically.

## ART

- Use a range of materials
- Use drawing, painting and sculpture.
- Learn about a range of artists, craft makers and designers.