

<p><b>Events</b></p> <ul style="list-style-type: none"> <li>•</li> </ul>	<p><b>RE &amp; Values</b></p> <p><b><u>RE:</u></b></p> <p><b><u>Values:</u></b></p>	<p><b><u>Topic: Kangaroos and Didgeridoos</u></b></p> <p><b><u>Geography:</u></b>                  Name and locate the world’s seven continents and five oceans.                  Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a non-European country.                  Identify seasonal/daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the equator and the North and South poles.                  Use basic Geographical vocabulary to refer to key physical features (inc – beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season, weather) and human features (inc city, town, village, factory, farm, house, office, port, harbour, shop) of a contrasting non-European country.</p> <p><b><u>Art</u></b>                  Record and explore ideas from first hand observations                  Ask and answer questions about the starting points for their work                  Develop their ideas – try things out, change their minds                  Review what they and others have done and say what they think and feel about it.                  Identify what they might change in their current work or develop in future work</p> <p><b><u>3D and Sculpture:</u></b>                  Manipulate malleable materials in a variety of ways including rolling and kneading                  Explore sculpture with a range of malleable media                  Manipulate malleable materials for a purpose, e.g. pot, tile                  Understand the safety and basic care of materials and tools                  Form                  Experiment with constructing and joining recycled, natural and manmade materials                  Use simple 2-D shapes to create a 3-D form                  Texture                  Change the surface of a malleable material e.g. build a textured tile</p>
<p><b><u>Computing: Messages and Virtual Worlds</u></b></p> <p>To investigate how methods for sending messages have developed over time.</p> <p>To understand some of the ways we send messages today.</p> <p>To consider the wording and the language we use to send formal and informal messages.</p> <p>To understand email is a digital tool to send messages.</p> <p>To understand that messages can be left in online spaces for others to pick up when we are ready.</p> <p>To understand the importance of staying safe online and keeping personal information private.</p> <p>To discuss how they use technology in school and at home to communicate safely.</p> <p>To know that virtual worlds include activities or games designed by computer programmers to help us play and learn.</p> <p>To understand that we can control outcomes in a game or simulation.</p> <p>To understand that algorithms can be used to plan and test computer simulations and games before they are programmed.</p> <p>To understand that onscreen characters can be programmed to move or respond in a specific way.</p> <p>To log on to the school system and save, locate and edit work using their own space; understand how and when to print.</p> <p>To begin to understand the importance of keeping personal</p>		

information private and not sharing personal details online.  
To talk about the choices they made. Revisit and refine their work.  
To ask permission before taking or using images of others.

### PE

#### Athletics

Can change speed and direction whilst running.  
Can jump from a standing position with accuracy.  
Performs a variety of throws with control and co-ordination.  
*preparation for shot put and javelin*  
Can use equipment safely

### Music

**Listening and applying knowledge and understanding:**  
Listen carefully and recall short rhythmic and melodic patterns.  
Use changes in dynamics, timbre and pitch to organise music.  
Change sounds to suit a situation.  
Make own sounds and symbols to make and record music.  
Start to look at basic formal notation- play by ear first.  
Know music can be played or listened to for a variety of purposes (in history/ different cultures).



### Science:

#### **Growth and Survival:**

recognise that animals produce young  
notice that animals, including humans, have offspring which grow into adults  
recognise changes that take place as animals get older  
explain that adult animals no longer grow  
identify the offspring of a selection of different animals  
use evidence to show that adult animals no longer grow  
find out about and describe the basic needs of animals, including humans, for survival (water, food and air)  
explain how to look after a pet describing what it needs to survive

#### **Habitats:**

**construct a simple food chain (e.g. grass, cow, human)**

describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food

