

## Science

### Animals (including humans)

Identify and name a variety of common animals (reptiles)

Describe and compare the structure of a variety of common animals (reptiles)

Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

## Maths

problem solving will have cross-curricular and topic links including global learning links

**Number - Place Value (Within 100)**

**Measurement - Time**

**Geometry - Position and direction**

## English

- Phonics - Read Write Inc.
- Narrative - The Sea Saw
- Non-Fiction - Animal Facts
- Recount - Trip Recount
- Julian is a Mermaid - Poetry

## RE

**Buddhism** - What do Buddhists believe?

## Computing

### Unit 1.7 Coding using 2Code

To understand what coding means in computing. To create unambiguous instructions like those required by a computer. To build one- and two-step instructions using the printable code cards. To introduce 2Code. To use the 2Code program to create a simple program. To use Design Mode to add and change backgrounds and characters. They will use the Properties table to change the look of the objects. To use the Properties table to change the look of the objects. To design a scene for a program. To use code blocks to make the characters move automatically when the green Play button is clicked. To add an additional character who moves when clicked. To explore the When Key and When Swiped commands (on tablets if available). To use the Stop button to make characters stop when the background is clicked. To explore a method to code interactivity between objects. To use Collision Detection to make objects perform actions. To use the sound property.

## Music

Vocal skills and composing

## PSHE

**Hazard Watch** - Is it safe to drink?



## PE

**Multi Skills** - Sports Day  
**Yoga** - Salute to the Sun

## Geography

**How do we read and create simple maps?**

What are the features of the local area? What is the route to church? What are the countries and capital cities in the UK?

## DT

**DESIGN, MAKE AND EVALUATE/TECHNICAL KNOWLEDGE** - Make moving pictures

**COOKING AND NUTRITION** - grow own vegetables to cook and taste



## Enhanced provision

**Easel** - animal pictures and paintings.

**Role play** - Jungle Explorer

**Reading corner** - animal story books, animal magazines, non-fiction books about animals, information leaflets about animals.

**Maths area** - Linked to maths learning

**Enquiry Area** - Linked to living things and habitat

**Small Word** - Jungle and arctic