

Enquiry topic	What mysteries does the ocean leave for us to discover?						
w/c	3 rd June	10 th June	17 th June (Sports Day 19 th)	24 th June (Reserve Sports Day 26 th INSET Day 28 th)	GLOBAL ARTS		15 th July
Wow moments		EYFS Sports Festival		Woodland Walk	Pirate Day	Weston-super-Mare	
Learning and Thinking skill focus	<i>Questioning Making links</i>	<i>Creating and developing ideas</i>	<i>Analysing</i>	<i>Planning how to communicate</i>		<i>Communicating and Evaluating</i>	
Outside learning opportunities	<i>Building an island</i>	<i>Compass directions</i>	<i>Finding features of our school environment</i>	<i>Exploring the woods</i>	<i>Natural sculptures</i>	<i>The beach</i>	<i>Seaside games</i>
English	Poetry	Non-fiction			Fiction		
	Splish! Splash! Splish!	The Pirates Next Door; The Pirate Cruncher			Flotsam		
	Performing and composing poetry	Story structure; character descriptions; speech bubbles; labels and captions			Story structure; setting descriptions; imagery; labels		
	<i>Handwriting; spelling; saying out loud what you are going to write about; compose a sentence orally before writing it; read aloud their writing clearly;</i>	Non-chronological report about pirates			Creating a story for a picture		
		<i>Handwriting; spelling; adding –s or –es for plurals; saying out loud what you are going to write about; compose a sentence orally before writing it; sequencing sentences to form short narratives; read aloud their writing clearly; leave spaces between words; capital letters and full stops; joining words and sentences using ‘and’ and ‘because’; begin to use expanded noun phrases.</i>			<i>Handwriting; spelling; saying out loud what you are going to write about; compose a sentence orally before writing it; sequencing sentences to form short narratives; read aloud their writing clearly; leave spaces between words; capital letters and full stops; joining words and sentences using ‘and’; begin to use expanded noun phrases.</i>		

	<i>leave spaces between words; expanded noun phrases; alliteration.</i>						
Maths	Geometry: position and direction Number: place value (within 100) Measurement: money Time						
	Geometry: describe turns; describe position.	Number: counting to 100; partitioning numbers; comparing numbers.	Number: comparing numbers; ordering numbers; one more and one less.	Money: recognising coins; counting in coins.	Time: before and after; dates; time to the hour; time to the half hour.	Time: writing time; comparing time.	Review, consolidation and assessments.
Science	Seasons and weather Habitats Working scientifically: float and sink						
	Experiments with floating and sinking (fresh water and salt water) <i>Perform simple tests; use observations to</i>	Animal habitats: where and why do animals live where they do? <i>Identify that most living things live in habitats to which they are suited.</i>		Signs of summer and summer plants. <i>Observe changes across the four seasons; observe and describe the</i>			

	<i>suggest answers to questions.</i>			<i>weather associated with the seasons.</i>			
Geography	Comparing localities						
	Islands: main features; compass directions and using and creating simple maps. <i>Use a simple picture map, recognising it is about a particular place.</i>	Seaside landscapes: main features <i>Use basic geographical vocabulary.</i>		Comparing our locality with the seaside locality. <i>Understand geographical similarities and differences.</i>			
History	Significant individuals in the past: Grace darling Comparing periods in history: pirates, the Victorian seaside and seaside life today						
	Grace Darling: who is she and why should we remember her? <i>Talk about the life of a significant individual; explain how they have contributed to national achievements.</i>	Pirates: historical stories and events <i>Use a wide vocabulary of everyday historical terms; use stories to understand historical periods.</i>		Victorian seaside life compared to seaside life today. <i>Identify similarities and differences between ways of life in different periods.</i>			
Computing	Handling data E-safety		Multimedia E-safety			Programming E-safety	
	Making and saving a chart or graph. Talking about the data shown in a chart or graph.		E-byte: I am healthy (lifestyle choices) Using technology to organise and present ideas in different ways Creating animation Saving and opening files Presenting information to an audience			Programming a robot Creating and describing an algorithm I can debug a program	
DT	Food: creating healthy dips and dippers for a pirate's tea						
		Exploring and evaluating dips and dippers	Exploring food groups	Designing a dip	Make and evaluate a dip		

		<i>Evaluate a range of existing products.</i>	<i>Explain the principles of a healthy and varied diet</i>	<i>Design purposeful, functional and appealing products based on design criteria</i>	<i>Select and use a range of tools and equipment to perform practical tasks; evaluate a product against design criteria</i>		
RE	How should we live our lives?						
	How stories help us learn lessons in life	Feelings associated with acts of forgiveness	Moses and the 10 commandments	Jonah and the big fish			
Music	Composition and Performance						
	Improvisation: circle chants, beat and rhythm games	Tap, Slide and Scrape: using symbols to show different sounds, inc. loud / quiet and high / low	Exploring sounds to describe pictures for a pirate story	Performing pirate story with the children's sounds	Exploring seaside sounds and Victorian seaside music	Composing a seaside soundscape	Whole-school end of year performance
PE	Health and fitness						
	Skills for Sports Day: running, jumping, throwing and balancing			Agility: ball chasing - using equipment appropriately and talking about how my body feels before, during and after exercise		Static Balance: floor work – using equipment appropriately and talking about how my body feels before, during and after exercise	

PSHE	Sun safety	New experiences and being brave	Healthy eating	Friendship and respecting others	Water safety	Goals
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