

Enquiry question	How can I be a good problem solver and help Ted get to Grandad’s home?					
Week beginning	6.1.20	13.1.20	20.1.20	27.1.20	3.1.20	10.1.20
Wow moments	Junk modelling - exploration and designs				The grand vehicle testing day	The grand problem solving day!
Thinking and learning skills	<i>Questioning</i>	<i>Making links</i>	<i>Creating and developing ideas</i>	<i>Analysing</i>	<i>Planning how to communicate</i>	<i>Communicating Evaluating</i>
Outdoor learning opportunities	Exploration of scientific forces involved when we play with outside toys	Sports festival				
PSHE	Goals to success Staying motivated during a challenge		My Learning Strengths Learning with others Resilience & working with a partner	Completing a challenge as a group Have a positive attitude	How I work and feel about working in a group Help others to achieve their goals	
English	Stories in a familiar setting Harry’s Home - Laurence Anholt Immersion in story Letters and postcards Sentence starters – time connectives.	Stories in a familiar setting Immersion & imitation - Sentence punctuation -	Stories in a familiar setting Imitation & Innovate- Ted’s problem. Children plan their own ending to a story Conjunctions	Stories in a familiar setting Innovate - Ted’s problem – children write their own ending to a problem Conjunctions	Letters and postcards A letter from the character – responding to a letter Nouns and adjectives	Letters and postcards Producing a final draft for presentation. Reading assessments

		Writing questions. Adverbs.					
Maths	Yr 1	Add by making 10 Subtraction not crossing 10	Subtraction – Crossing 10 (1) Subtraction – Crossing 10 (2)	Related facts Compare number sentences	Numbers to 50 Tens and ones Represent numbers to 50 One more one less	Compare objects within 50 Compare numbers within 50 Order numbers within 50	Count in 2s Count in 5s * Addition and subtraction to 20 - Assessment
	Yr 2	Multiplication sentences using x Multiplication symbols using pictures Arrays 2 x table	5 times table 10 times table Make equal groups sharing Make equal groups grouping	Divide by 2 Odd and even numbers Divide by 5 Divide by 10	Make tally charts Draw pictograms (1-1) Interpret pictograms (1-1) Draw pictograms (2, 5 and 10) Interpret pictograms (2, 5 and 10) Block diagrams	Recognise 2D and 3D shapes Count sides on 2D shapes Count vertices on 2D shapes Draw 2D shapes Lines of symmetry Sort 2D shapes Make patterns with 2D shape	Count faces on 3D shapes Small steps assessments multiplication (A2) division statistics
	Yr 3	Divide by 3 Three times table Multiply by four Divide by 4	4 x table Multiply by 8 Divide by 8 8 times table	Comparing statements Reading calculations Multiply 2-digit by 1-digit 1 Multiply 2-digit by 1-digit 2	Pictograms Bar charts Tables	Turns and angles Right angles in shapes Compare angles Draw accurately	Horizontal and vertical Parallel and perpendicular Small step assessments Multiplication Division statistics
Science			Pushes and pulls exploration of materials and our toys. Observations, question raising and sorting questions.	Understanding the concept of fair testing. Making simple predictions and carrying out a fair test. Recording and interpreting results			

Computing	Year 1 & 2					<p>Giving instructions to programme a BeeBot</p> <p>Debugging a programme</p> <p>Describing a sequence of instructions</p>	<p>Solving a problem – giving instruction, debugging and sequencing a route to get to Grandad’s island.</p>
	Year 3				Exploring Scratch	Programming & debugging with Scratch	Use Scratch to follow a route.
Geography		<p>Using secondary sources (letters and photos) to make comparisons.</p> <p>Making and labelling physical features of an island home.</p> <p>Making our own map using our own symbols and known ones.</p>					<p>Planning an imaginary route across the island</p> <p>Make island route from the city – interpret symbols.</p> <p>Using directional language to plan a route.</p>
RE		<p>The Bible, Creation & Caring for Creation</p> <p>Understanding the teachings of the bible for Christians and Jews</p>			<p>Parables of Lost & Found</p> <p>Understanding when we need to own our mistakes</p>		<p>Loving Shepherd, Saying thank you</p> <p>Understanding what Christians believe about God</p>

DT			.	Exploration of moving parts – construction kits. Fixing wheels - practical task. Designing a vehicle considering criteria.	Making vehicle. Testing and evaluating vehicle – travel to the island using the ramp.	
Music Content: Exploring rhythm patterns Skill: Learning to create and compose through improvisation	Revising note values and using body percussion and unpitched percussion to improvise 4 - beat rhythm patterns.	Expressing moods and feelings through rhythmic improvisation.	Using pitched / unpitched percussion to improvise to visual art - creating a musical story.	Composing rhythmic chants through vocal improvisation.	Improvising rhythmic patterns to accompany songs.	Review of work and preparation to sing a hymn in assembly.
PE	Recapping shapes, get into a wide shape (Star), get into a small shape (Tuck), get into a narrow shape (Pencil). Perform shapes on different levels	Exploring jumping technique. Trying to perform different shapes in the jump. Start to bring this into a sequence.	Using the shapes on different apparatus. Looking to link different shapes together in a smooth sequence.	Incorporate shapes, balance, travel, jumping and rolling into a sequence. Perform to class.	Explore in pairs. Mirroring, matching, contrast, asymmetrical, symmetrical and timing.	Incorporate all learnt skills into a routine. Perform this to the whole class.