

Science

(Continuous over the year)

- To observe changes across the four seasons.
- To observe and describe weather associated with the seasons and how day length varies.
- Distinguish between an object and the material from which it is made.
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.
- Describe the simple physical properties of a variety of everyday materials.

• Scientific Enquiry

- Simple experiment that allows children:
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.
- Identify and classify a range of materials.

RE (Belonging)

- To understand welcoming ceremonies e.g. baptism.
- To learn about people who belong to religious communities.
- To understand what it means to belong to a religious community.

History/ Geography

- To learn about the lives of significant individuals in the past who have contributed to national and international achievements – Isambard Kingdom Brunel.
- To use aerial photographs to identify key landmarks and basic human and physical features.

Computing (General Skills)

- To use technology purposefully to create, organise, store, manipulate and retrieve digital content.



P.E.

- Develop agility and coordination and begin to apply these in a range of activities – climbing on large apparatus.

Art/ Technology

- Use drawing, painting and sculpture to develop and share ideas, experiences and imagination.
- Design purposeful, functional, appealing products based on a design criteria.
- Generate, develop, model and communicate their ideas through talking and drawing.
- Explore and evaluate a range of existing products.
- Select from and use a range of tools and equipment to perform practical tasks, e.g. cutting, shaping, joining and finishing.
- Select from and use a wide range of materials and components, including construction materials.
- Build structures, exploring how they can be made stronger, stiffer and more stable.

Music

- Experiment with, create, select and combine sounds using the different building blocks of **music**, e.g. duration, dynamics, pitch, structure, tempo – make junk percussion instruments.

PSHE (SEAL: Going for Goals)

- To recognise and say what they're good at.
- To think about what I would like to get better at.
- To set a realistic goal.
- To continue to work towards my goal.
- To learn from my success and celebrate achieving my goal.