

'Where does our food come from?' Spring 1 2024

WOW Celebration

A visit to a local farm to begin to learn where some of our food comes from.

To go on a village walk and learn the local history of 'The Pit'.

Religious Education

To discover what Christians believe God is like and explore:

> The meaning of forgiveness and exploring stories from the Bible.

Computing

To learn how to understand and create algorithms to move Beebots.

To write down algorithms and adjust them.

History and Geography

To explore the village and to learn about the local history of the area (The Pit).

To use arial photographs to name landmarks and basic human and physical features.

To go on a village walk then create a simple map and key of the local area.

Music

To learn and perform this unit's songs 'In the groove.'

To play tuned and untuned instruments musically.

To use our voices expressively.

PHSE

Our SCARF unit this term is called 'Keeping Myself Safe.

We will be learning about ways to keep our bodies healthy and what is safe and unsafe.

Art and Design Technology

Drawing journey: To develop a wide range of art and design techniques using:

- colour
- pattern
- line
- shape

Science

To observe and describe weather associated with winter and how day length varies.

To identify and name wild and garden plants, including deciduous and evergreen trees

To identify and describe the basic structure of flowering plants, including trees.

PE

We will be learning different ball skills and moving the ball with our feet. We will be learning to move, dribble and pass the ball to score a point.

In gymnastics we will be forming different shapes with our bodies. We will learn to use the apparatus safely with others.

Mathematics

To compare and order numbers within 20.

To estimate on a number line.

To find one more and one less than a given number within 20.

To find and make number bonds to 20.

To find doubles and near doubles.

To add and subtract one-digit and two-digit numbers to 20, including zero.

To solve missing number problems.

English

To learn the features of an information text. To write animal facts using a range of punctuation.

To innovate the text 'Oliver's Vegetables' where the character searches for a different vegetable each day.

To learn to appreciate and rehearse rhyme. To write a poem using the text 'Hullaballo'.