English

Non Fiction:: Recounts in letter and Non-chronological reports, Explanation texts
Fiction: Traditional tales with a twist
Fiction: Adventure stories
Poetry: Classic poetry

Writing
- Investigating spelling patterns and generate their own spelling rules
- Using sentences with different forms in their writing – statements and questions
- using some expanded noun phrases to describe and specify
- using present and past tense mostly correctly and consistently
- using co-ordination (or / and / but)

Reading
- Phonics – using phonics to read new words and spell them
- Comprehension – answering questions about what we have read in detail

Mathematics

- Place value
- Tens and ones
- More and less than
- Odds and evens
- Counting in 2s, 3s, 5s, 10s
- Addition and subtraction 2 digit numbers

Science

Uses of everyday materials

**identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
**find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Topic- Terrifying Towers

We will look at medieval times, explore life in the past and find out what sort of people lived in castles, sharing artefacts and key facts. We will identify the role of castles in history. Also we be looking at a range of fictional characters who lived in towers, tunnels and castles, so we can practise our reading and writing skills.

RE

9 Habits
Children to reflect on who they are using the Oasis 9 Habits.
Hopeful, joyful, compassionate, considerate, forgiving, humble, honest, self-control and patience

Rules and Routines

Computing

Algorithms + Programming
Flowcharts to create 2D shapes (castles)
Repeating patterns, problem solving and debugging (observational drawing)
Data and information
Create digital content (Castles)
How computers work
Structure inside a computer (moving parts)

Music

Lute – Green sleeves by Henry

Eighth 🪕

Design & Technology
- Making 3D castle
- To create moving parts such as a drawbridge to add to the castle
- To design pulleys/levers to add to the castle.

PE

Aut 1
- Fitness circuits
- Tag/invasion games

Aut 2
- Boxercise