

In Maths we will be learning:

Consolidating the learning across the year including:

- Place value
- Addition and subtraction (using the column method)
- Multiplication and division
- Position and direction

In Science our topic is 'Living Things and Habitats'

We will learn about what it means to be alive; how animals and plants live in habitats; and how they depend on each other in food chains within a habitat. Pupils will be finding out the difference between objects that are living, dead, or have never lived. They discover some of the life processes that all living things share. They explore the habitat around their school before investigating microhabitats. Children learn about what different animals eat, create short food chains, and then extend them.

In English our texts will be 'The Great Fire of London' and 'A Walk in London'

- While reading these we will learn how to write information booklets
- Write persuasive and warning posters
- Write 'A Walk in...' tour guide
- Write setting descriptions, captions, postcards and a diary entry.

In PSHE our puzzle is Changing Me.

We will learn about everyone being unique and special and for the pupils to express how they feel when change happens. They will understand and respect the changes that they see in themselves, and other people and that change is something to look forward to.

In DT our topic is 'Textile Beach Huts'

We will learn the role of a textile designer. The pupils design a felt beach hut to add to a collaborative textile wall mural. They will learn to cut a pattern piece and how to use a running stitch and embellish the fabric.

In Geography our topic is 'What a Wonderful World'

We will learn about the different continents and the differences between the different regions. We will learn about the equator and the northern and southern hemisphere, including the climate zones. We will then name the different oceans.



In Computing our topic is 'Programming Quizzes'

We will learn about understanding that sequences of commands have an outcome and make predictions based on their learning. We will use and modify designs to create our own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code.

In PE our topic is 'Hit, Catch and Run'

Our PE days this half term are Monday and Wednesday.