

## Maths

Geometry inc.

- ❖ Naming and recognising 3D shapes
- ❖ Comparing 3D shapes noting similarities and differences

Addition and Subtraction inc,

- ❖ Partitioning numbers to 20
- ❖ Finding addition and subtraction number facts to 20

## Art and Design

- ❖ Studying William Morris – describing his work
- ❖ Use repeating or overlapping shapes
- ❖ Explore materials and methods as ideas develop

## Design and Technology

- ❖ Demonstrate a range of cutting techniques including (tearing, folding, cutting and curling)
- ❖ Make products, refining the design as work progresses

## History

- ❖ Toys
- ❖ Comparing Old Toys to New Modern Toys
- ❖ Playing with Victorian toys and learning Victorian games.

## Literacy

- ❖ Daily Guided Reading
- ❖ Daily Phonics
- ❖ Spelling, Grammar and Punctuation including using ! , and
- ❖ Instruction writing linked to playing Victorian Games
- ❖ Information Text Writing
- ❖ Recount Writing



## Religious Education

- ❖ Is it easy or difficult to show friendship? Did Jesus always show friendship, and was it easy for him?

## PSHE

- ❖ Dreams and Goals
  - Setting goals
  - Working in teams to achieve goals
  - Showing resilience
  - Tackling challenges

## Science – focus animals inc. humans

- ❖ Identifying and naming common mammals, reptiles, amphibians, fish and invertebrates
- ❖ Naming herbivores, omnivores and carnivores
- ❖ Naming and labelling human body parts – thinking about the senses
- ❖ Noticing that animals have offspring which grow into adults
- ❖ Investigating basic needs of humans

## Computing

- ❖ Understand Online Risks
- ❖ Understand Coding
  - Create unambiguous instructions

## PE

- ❖ Dance – copying actions
- ❖ Link two or more actions to perform a sequence