

Geography

- Use aerial photographs to recognise landmarks and basic human and physical features.
- Use and construct basic symbols in a key.
- Use simple compass directions and locational and directional language to describe the location of features and routes on maps.

Computing

- Use technology purposefully to create[word processing], organise, store, manipulate and retrieve digital content [digital photographs]

PE

- Master Basic Movements
- Participate in Team Games
- Develop simple tactics for attacking and defending

PSCHE

- Going for Goals

VALUES

- Unity and Freedom

RE

- Faith Stories
- Children's own ideas & questions about God and the natural world.

The Grumpy Giant

Music

- Experiment with, create, select and combine sounds.
- Understand the language of music e.g. pitch, duration timbre

Art

- Fruit and Vegetable - Sculpture in the style of Arcimboldo
- Use drawing, painting and sculpture to develop and share ideas, experiences and imagination.

Science

- Name different plants and describe how they are suited to different habitats.
- Identify and describe the basic structure of plants.
- Observe and describe the main changes as seeds and bulbs grow into mature plants.
- Describe the basic needs of plants for survival and the impact of changing these (Cress Investigation).