

Mathematics:

- Addition and subtraction strategies:
 - Doubles and near doubles to double 10,
 - Number bonds to 20,
 - Counting on and counting back,
 - Finding the difference and missing numbers.
- Place value within 50:
 - counting to 50 and counting by making groups of ten,
 - identifying tens and ones,
 - partitioning in tens and ones,
 - estimating on a number line to 50.
- Measuring using non-standard and standard measures for length and height; measuring mass and volume.

Design and Technology: Food Technology

Design and create a healthy Gruffalo snack:

- List the ingredients.
- Write a method.
- Follow instructions.
- Evaluate the result.

Art and Design:

Sunflowers

- Find out about the artist Vincent Van Gogh and his painting 'Sunflowers'.
- Produce a still life painting of a sunflower by:
 - observing colour and colour mixing to make a close match;
 - observing the form of a sunflower and applying paint to paper to represent it.

Gruffalo printing

- Find out about the artist Axel Scheffler and his illustrations for The Gruffalo and other stories.
- Produce a collaborative artwork of a large Gruffalo by:
 - using a range of implements and paint to print,
 - communicating a common plan,
 - considering the texture to be represented,
 - working as a team.

English:

Non-Fiction: The Life Cycle of the Sunflower – Heinemann First Library:

- Writing simple instructions.
- Using verbs.

Fiction: The Gruffalo by Julia Donaldson:

- Writing a story (innovation).
- Using verbs.
- Writing in the past tense ('-ed' suffix).
- Using adjectives to describe the features of characters.

Science: Plants

- To identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- To identify and describe the basic structure of a variety of common flowering plants, including trees.

Science - Seasons and the Weather:

- To observe changes across the four seasons.
- To observe and describe weather associated with the seasons and how day length varies.

Computing: Coding

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To use an event to control an object.
- To open and save work.

eSafety -

- To continue to develop knowledge of how to stay safe whilst working online.

Physical Education

Games – striking and fielding.

- playing as part of a team
- attacking and defending
- throwing, catching, tracking and striking a ball
- learning how to score points
- developing respect towards others when playing

Games – net and wall.

- attacking and defending
- using the ready position to defend
- develop throwing, catching, tracking and hitting a ball
- developing kindness towards teammates and opponents.

RE: Special Books

- Recount elements of some religious stories.
- Look at and explore special books, personal and religious, and hear a range of stories from them.

Plants and Growing

The Gruffalo

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