	Lenten 1	Lenten 2
RE (Come and See)	The children will be exploring the topic of meals, focusing on meals shared with families and friends and the underling the importance of the Last Supper. Children will learn about 'Change' focusing on the preparations for Easter. The children will reflect on how to be more like Jesus during the lead up to Lent and Easter.	Children will learn about the special celebration of Pentecost and understand the gift of the holy spirit, through whom the risen life of Jesus is given.
English	**Talk for writing text:** **The Polar Bears-National Geographic** The children will be focusing on non- fiction texts and their features such as titles, sub titles, factual information, glossary and index. The children will be continuing to use capital letters, full stops and finger spaces in their writing. The children will begin to use joining conjunctions (and, but, so, because) to extend their sentences.	**Talk for writing text:** **The Polar Bear Son** The children will be focusing Story writing. The children will be developing their sentence sequencing skills to form narratives in the correct order of events. Children will be writing character descriptions using adjectives to provide further detail to their writing. Children will be continuing to use joining/ time conjunctions. The children will be learning about the features and the structure of a formal and informal letter. Children will attempt to write their own letters.
Maths	**Number and Place value:** The children will be able to identify numbers one more or less and two more or less using a number line or a 100 grid. They will be able to identify 2-digit numbers on a 100 grid; read, write and say 2-digit numbers and understand the value of them using tens and some ones. **Addition and subtraction:** The children will be able to add and subtract one digit and two digit numbers, including zero. They will read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. The children will solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems	**Multiplication and division:** The children will count in multiples of twos, fives and tens as well as solve one step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays. **Measure: length and height:** The children will compare, describe and solve practical problems for: lengths and heights for example, long/short, longer/shorter, tall/short, double/half. They will also measure and begin to record lengths and heights.
Science	**Polar Adventures:** To name animals that are birds, fish and mammals. To name common animals that are carnivores, herbivores and omnivores. To describe and compare different common animals. To describe the properties of everyday materials that are transparent, translucent, opaque, waterproof, flexible. To compare and group materials that are transparent, translucent, opaque, waterproof, flexible.	**Treasure Island:** To identify and name a variety of plants. To identify and name a variety of animals including fish, amphibians, reptiles, birds and mammals. To describe and compare the structure of a fish with humans and some other animals. To describe the simple physical properties of a variety of everyday materials.
Computing	Children will be exploring animated story books: They will be introduced to e-books and to 2Create a Story, continue a previously saved story, add animation to a story, add sound to a story including voice recording and music the children have created, work on a more complex story including adding backgrounds and copying and pasting pages, use additional features to enhance their stories. To share their e-books on a class display board.	The children will explore coding: They will understand what coding means in computing, create unambiguous instructions like those required by a computer, build one- and two-step instructions using the printable code cards, introduce 2Code, use the 2Code program to create a simple program, use Design Mode to add and change backgrounds and characters. They will use the Properties table to change the look of the objects, use the Properties table to change the look of the objects, design a scene for a program, use code blocks to make the characters move automatically when the green Play button is clicked, add an additional character who moves when clicked, explore the When Key and When Swiped commands, use the Stop button to make characters stop when the background is clicked, explore a method to code interactivity between objects. use Collision Detection to make objects perform actions, use the sound property

History/Geography	**Geography:** The children will be learning to use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage. The children will use simple compass directions (North, South, East and West)	**History:** The children will be learning about the lives of significant individual (Grace Darling) from the past who has contributed to national and international achievements. The children will explore significant historical events, people and places in their own locality.
Art	The children will be designing a postcard using a range of materials creatively. The children will be developing a wide range of art and design techniques in printing, using colour, pattern, texture, line, shape, form and space to make their product look appealing.	The children will be learning about the artist Tony Plant. The children will firstly imitate his techniques whilst experimenting with sand. The children will then design their very own sand design, evaluating its strengths and improvements.
Design and Technology		The children will be designing a purposeful, functional, appealing superhero accessory, (Wand, mask or cuffs). The children will generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups. The children will make and evaluate their ideas and products against design criteria.
Music	In this unit the learning will be focused around one song: In The Groove. The children will experience the approach to music where games, the interrelated dimensions of music (pulse, rhythm, pitch etc.), singing and playing instruments are all linked.	In this unit the children will focus on two songs: Rhythm In The Way We Walk and The Banana Rap. Children will learn the song as well as investigate the interrelated dimensions of music through games and singing.
PE/Games	The children will participate in team games, developing simple tactics for attacking and defending. This term the children will be developing their hockey skills. The children will perform a recue dance in small groups, using repetitive, simple movement patterns.	The children will master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination.
PSHE	The children will learn to be aware of different types of relationship, including marriage and those between friends and families, and to develop the skills to be effective in relationships, to consider social and moral dilemmas that they come across in life and how to prepare for change. The children will recognise, name and deal with their feelings in a positive way and to think about themselves, learn from their experiences and recognise what they are good at. The children will learn that people and other living things have needs, and that they have responsibilities to meet them as well as how to recognise how their behaviour affects other people.	This term children will think about themselves,, learn from their experiences and recognise what they are good at. The children will learn how to recognise choices they can make, and recognise the difference between right and wrong. They will discuss rules for their group and classroom, and understand how rules help them. The children will try to recognise how their behaviour affects other people and learn how to set simple goals.