

<p>English</p> <p>Text Type Narrative</p> <p>Genre Various</p> <p>Poetry Introduction to persuasive writing</p> <p>Reciting Letter/Leaflet</p>	<p>The Lighthouse Keeper's Lunch!</p>	<p>RE</p> <p>Festival Matters: Pentecost</p> <p>Following the West Sussex Agreed Syllabus</p>	<p>Computing</p> <p>2.2 We are Games Testers (Scratch)</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following Precise and unambiguous instructions</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p>
<p>Maths</p> <p>Number Number and place value: estimating, counting and comparing quantities Addition and subtraction: using recall of addition and subtraction facts and mental calculation strategies, using partitioning and counting on strategies Multiplication and division: repeated addition and repeated subtraction, arrays, grouping and using times tables facts Fractions: finding fractions of quantities, shapes and sets of objects</p> <p>Measurement Measures: length, mass, capacity, money Time</p> <p>Geometry Properties of 3D and 2D shape Position, direction, motion</p> <p>Statistics Data: solving problems that involve collecting data in tallies, tables and pictograms</p>	<p>Music</p> <p>Charanga – Recorder Play tuned and untuned instruments musically</p> <p>Sing Out Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>Play tuned and untuned instruments musically</p> <p>Listen with concentration and understanding to a range of high-quality live and recorded music</p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music.</p>	<p>History</p> <p>Grace Darling Explore the lives of significant individuals in the past who have contributed to national and international achievements.</p>	<p>Geography</p> <p>Seaside Use basic geographical vocabulary to refer to key physical and human features Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.</p>
<p>Science</p> <p>Plants, Living things and their Habitats Explore and compare the differences between things that are living, dead, and things that have never been alive</p> <p>Identify that most living things live in habitats to which they are suited and describe how different Habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other</p> <p>Identify and name a variety of plants and animals in their habitats, including micro-habitats</p> <p>Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.</p>	<p>PE</p> <p>Gymnastics/Dance/Multi Skills for Multi Sports Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.</p> <p>Participate in team games, developing simple tactics for attacking and defending</p> <p>Perform dances using simple movement patterns.</p>	<p>PSHE and SRE</p> <p>SRE – PANTS</p> <p>SEAL – Going For Goals</p>	<p>Art and Design</p> <p>Creativity Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>
		<p>Design and Technology</p> <p>Vehicles Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Make select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p>	

