

As designers, we will use cutting and joining skills with fabric to create our own plants and flowers.  
In art we will use a variety of materials to make collages.

As theologians we will learn about special books and key teachings in some of the major world religions.

As historians we will investigate the history and heritage of our immediate locality and how some facilities (park/church/school) have been used over time.

In computing we will use coding programs to make games featuring the Gruffalo. We will also look at how home computers can be used to store and sort information.



Our significant person this term is Bear Grylls.

In PE we will enhance our movement skills in games and practice our athletic skills.

As scientists we will investigate which plants and animals the Gruffalo would find on a walk through our local park. We will learn to identify some common plants and trees and their basic structures.

As geographers we will look at land use over time in our immediate locality and use maps and aerial photos to identify these

# PLANTS

## Class 1 – Spring 2



In music we will use our voices and a range of instruments to investigate pitch and rhythm.

In English we will be using our narrative writing skills to re tell the story of the Gruffalo by Julia Donaldson.

We will also write fact files about plants and animals found in our locality.

In PSHCE we talk about what we put in our bodies, with a focus on healthy eating.

As mathematicians we will be learning to add and subtract within 20 and then extending our number skills to numbers within 50.

We will also be learning about units of length and weight.

