**Computing**

To use Purple Mash to create brochures.

To use Word Processing software with greater accuracy (shift key, enter key, space bar and text editing tools).

To use graphics packages to create images.

To find and insert images into a document.

PSHE

Families and friendship.

**Physical Activities-**

Gymnastics– Movements

Dance – Seaside

Games – Outdoor

**Geography- An island home**

To study the Island of Coll. To compare and contrast life on an island and in Bromsgrove.To recognise the physical and human features on island.To use an atlas to find the island of Coll.To draw a simple map.

To find different places in the UK.



**Seaside Rescue**

**Science - Materials.**

Identify criteria for sorting, suggest use for the materials from which objects are made.

Identify that some materials can be permanently changed by applying these forces and others will change back.

Materials often change when they are heated

The causes and effects of melting ice.

Many materials change when they are cooled.

To identify natural and manmade materials.

To understand insulating.

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**Maths**

To weigh ingredients and parcels. To estimate, measure and compare weights (kg and g).

To read the time to the hour and half hour- analogue and digital clocks – sequencing time. Know that a right angle is a measure of a quarter turn. To know clockwise and anticlockwise To partition 3 digit numbers into HTU. To begin to round numbers less than 100 to nearest 10.

To count on in 2’s 5’s or 10’s and begin to recall multiplication facts. To recognise odd and even numbers To understand multiplication as lots of and use the multiplication sign. To subtract a multiple of 10 from a 2 digit number by counting back in 10’s. To add and subtract 9, 11, 19 and 21.

**English - links to Narrative unit- Tales with a familiar setting.**

To read ‘The Sea Monster’.

To explore character emotions.

To read and discuss a selection of Katie Morag booksand Lighthouse Keeper stories.To discuss and build up character descriptions.To explore settings for the story.To learn vocabulary related to buildings/ transport/ landscape.To develop speech using speech bubbles. To write scripts between characters.To make story maps. To write Katie Morag Stories. To create poems using similes.To learn riddles from Katie Morag’s book.To write sea poems – water and waves.

To write a postcard/letter.

To write questions.

Writing an instruction leaflet on how to build and light up a lighthouse.

**Art/DT-**

To weave to make a tartan pattern. To wrap a parcel. To make food following recipes.

To build a lighthouse with an electrical circuit.

To use chalks and pastels to create effects.

To compare works of art from a range of modern artists.

To create simple collages.

**Music**

To understand the terms beat and rhythm.

To clap the beat in music.

To know the names of common instruments.

To play different rhythms in a piece of music.

To recognise long and short notes.

**RE** (discreet)

To know some stories that Jesus told.