

Spring 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
W/C	03.01.23	9.01.23	16.01.23	23.01.23	30.01.23	6.02.23
English	Narrative: Descriptive Writing (Pets)	Information Texts (How to look after a pet)	Information Texts (Zoo animals)	Narrative – Animal Stories	Poetry (Animals)	Information Texts (Africa)
Maths	Place Value: Numbers to 50	Place Value: Numbers to 50	Place Value: Numbers to 50	Length and Height	Length and Height	Consolidation
R.E.	Can I describe how Jesus chose his friends?	Can I explain how Christians bring good news to the friendless?	Can I give examples of forgiveness from the Bible?	Can I give examples of peace from the Bible?	Can I ask questions about what is good news and where I can find it?	Consolidation and assessment
Science Seasonal Changes	Observing changes across the 4 seasons by going on a Winter walk.	Observing changes across the 4 seasons. Identifying how animals adapt to winter.	Animal habitats and climates – hot and cold habitats	Learning about polar regions and the animals that live there.	Exploring how to use scientific equipment to measure temperature.	Assessment – Winter vs Autumn
Topic Paws, Claws and Whiskers	Identifying the 7 continents.	To study food from around the world (Europe).	To study food from around the world (Africa).	To identify Africa and it's countries/oceans on a map.	To study the physical and human geography	To compare the climate of Africa to our own.
PHSE Jigsaw Celebrating Difference	Identify my achievements and successes	Set a goal and understand how to achieve it	Working in a team and celebrate our achievements	Identifying challenges and thinking about how to stretch our thinking	Identifying obstacles to our learning and thinking about how to overcome them	Identifying how we feel when we are successful and how to be proud of ourselves
Music	Percussion instruments – keeping a beat	Percussion instruments – keeping a beat	Percussion instruments – keeping a beat			
P.E.	Cricket (coach)	Cricket (coach)	Cricket (coach)	Cricket (coach)	Cricket (coach)	Cricket (coach)
DT/Art				Printing with a range of tools	Printing with a range of tools	Plan, make and evaluate a product (animal print design)
Computing	To create colour blocks in the style of the artist Rothko.	To select brushes and choose colours to create patterns and shapes (Kandinsky).	To create and transform multiple layers in the style of Matisse's The Snail.			