**Science**

**Materials**

Ch. will describe the physical properties of a variety of everyday materials. They will compare and group them together on the basis of their simple properties. Ch. will link this to materials use to make London landmarks like the millennium wheel and the London Bridges, also, thinking about what materials are made from the bears’ little houses. Children will ask questions related to properties of materials, take simple measurements in uniform non-standard units and record these.

**Numeracy**

Addition and Subtraction,

Measurement (Money)

Number and place value

Multiplication (counting in 2s, 5s and 10s, using arrays) and division (sharing between 2, 5 and 10 characters). Children explore the properties of 2D and 3D shapes.

P

**Role play**

Toy shop, Toy factory (What are the toys made from?)

Till to help with money

**ICT**

**E-Safety, algorithms, coding.**

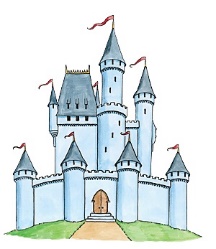
The children will learn the importance of passwords and internet safety. They will begin to understand that algorithms are sets of instructions used by computers. They will use Espresso coding to start to create moving scenes and design backgrounds for their own computer games.

**Art/DT**

Art: Rousseau – In the Jungle. Looking at the colours, backgrounds and foregrounds of Rousseau’s jungle scenes. Using collage to create vivid jungle settings.

DT: Making some London landmarks through junk modelling.

**Toy Story**



Rosary/ Wisdom Class

**Miss Beckles/ Ms Keevil – Spring 1st Half Term 2022**

**RSE**

Cycles of life. The children reflect on how their bodies grow and change. Religious understanding – learning about what it is to be a role model.

**Literacy- Stories from familiar settings**

Knuffle Bunny, Dogger.

Continue sentence skills including grammar, punctuation. Begin planning and writing their own stories about toys, character descriptions.

Labels, captions and lists, poetry.

**Music**

Chn to learn about musical instruments and create a class composition**.**

**PE**

Gymnastics. Using mats and apparatus. Using bodies to create shapes, balances and supports. Working with partners and groups to make sequences.

Games

1a, 1b, 2a, 2b, 2c, 3a, 3b, 3c

**Geography**

The UK . Becoming familiar with the countries, features and capital cities of the UK