

English

Plan and write their own story based on the book 'Lost and Found' by Oliver Jeffers.

Write instructions about how to make a penguin using Papier Mache.

Learn how to use question marks in sentences.

Handwriting practise.

Learning how to read and spell tricky and common exception words.

Letters and sounds Phase 3, 4 and 5

Guided and Individual reading.



Computing

Learn how to give directions to a programmable robot.

Use directional language.

To learn how to plan a series of instructions to make something move.

To continue to develop typing computer skills.

Maths

Read, write and order numbers to 20 and beyond (100) without reversing the numbers.

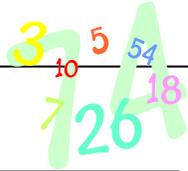
Partition a 2-digit number into tens and units using objects.

Add and subtract 2 numbers by counting on and back mentally.

Learn number facts for 10 and 20.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity recognise

Find and name a quarter as one of four equal parts of an object, shape or quantity.



Art/DT/Music

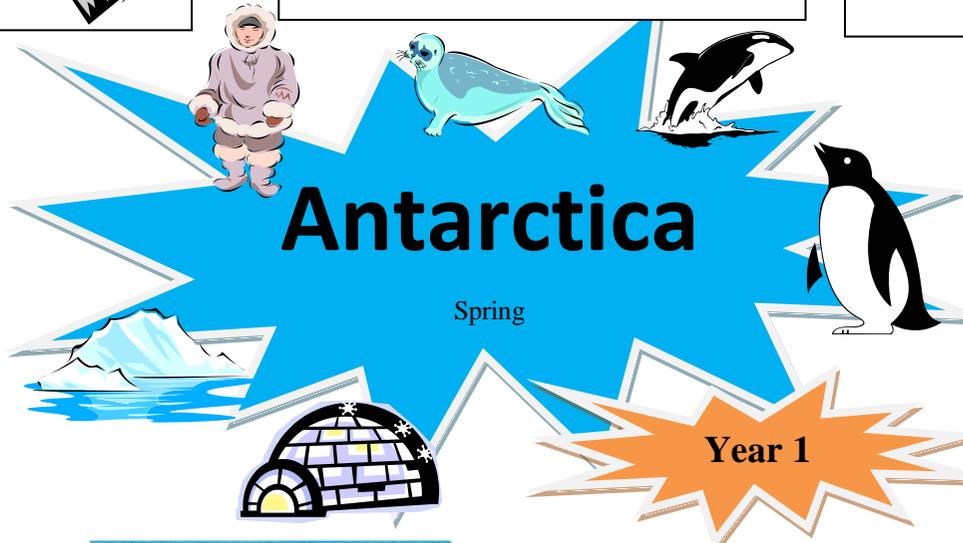
Use the creative area to design and make their own models and art works, including penguins.

Wider Curriculum

Write a fact-file about penguins.

Make a 3D Papier Mache model of a penguin.

Compare the continents Europe and Antarctica and find them on a map using Google Maps.



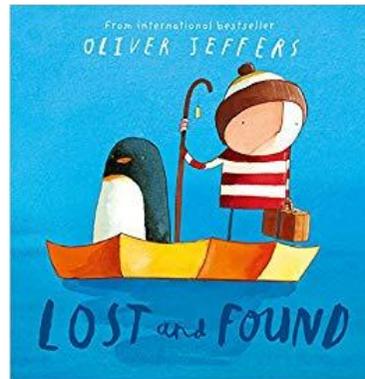
RE – Local Church - Community

Recognise that there are special people in our lives that are there to help.

Recognise that people at Church do special jobs.

Discuss how Jesus is the special person for our Church family.

Recognise that the parish family gathers on Sunday to celebrate the Good News of Jesus.



PE

PE is taught by Bolton Council Sports Development Team.

This term the children will be how to play Hockey.

