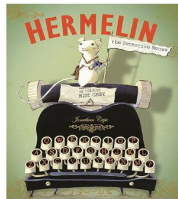




English



Hermelin: The Detective Mouse
By Mini Grey

| |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| C: Detective Narrative and Letter |
| Vehicle Text |
| Hermelin: The Detective Mouse |
| Writing Outcome & Writing Purpose |
| Narrative: Detective Narrative |
| Purpose: To narrate |
| Recount: Letter |
| Purpose: To recount |
| Grammar: Word |
| Build on previous year & focus on: Reinforce plural noun suffix -s and -es How the prefix un – changes the meaning of verbs and adjectives Adding the suffixes -er and -est to adjectives (WO2) |
| Grammar: Sentence |
| Build on previous year & focus on: Combining words to make sentences Joining words and clauses using 'and' |
| Grammar: Text |
| Build on previous year & focus on: Sequencing sentences to form short narratives |
| Grammar: Punctuation |
| Build on previous year & focus on: Separation of words with spaces Capital letters Full Stops Question marks Exclamation marks |

Maths

Number - Place value (within 20)
Number - Addition and subtraction (within 20)
White Rose Maths - [Home learning videos](#)

Science

Everyday Materials

Distinguish between an object and the material from which it is made
Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
Describe the simple physical properties of a variety of everyday materials
Compare and group together a variety of everyday materials on the basis of their simple physical properties

History

Study the Lives of Significant Individuals

Lives of significant individuals in the past who have contributed to national and international achievements
Study the lives of significant people focuses on Mary Anning and David Attenborough

Geography

Capital Cities of the United Kingdom Seas around the UK

Name and locate the capital cities of the United Kingdom and its surrounding seas

Computing

Programming A - Moving a robot

Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each command for the floor robot does, and use that knowledge to start predicting the outcome of programs. The unit is paced to ensure time is spent on all aspects of programming, and builds knowledge in a structured manner. Learners are also introduced to the early stages of program design through the introduction of algorithms.

Art

Printmaking

Explore resist and relief block printing, negative stencils and clay printing blocks
Know prints can be made from ordinary objects
Know how to make and use a stencil and relief block
Be able to apply paint using controlled brushstrokes and stippling
Be able to combine printing techniques such as stencilling and relief printing

Design Technology

Food and Nutrition

Exploring food senses
How does food affect your senses?

Religious Education

What makes some places sacred?

PSHE (Jigsaw)

Dreams and Goals - Aspirations, how to achieve goals and understanding the emotions that go with this

Music

Exploring sounds

Music is made up of high and low sounds, long and short sounds, and loud and quiet sounds. Explore these sounds and create your own very simple melodies.

Social Question: How Does Music Make the World a Better Place?

Physical Education

Dance and Gymnastics

Rhythmic movements