

TRAVELLING AROUND

Theme - History/Geography

Travelling Around



The key theme of our topic is transport. We will explore different types of transport through the ages, visit a canal/canal barge, learn about the local environment and learn about Thomas Bantock (significant individual).

PE

We will play small sided invasion games including hockey and netball.

In Dance, we learn to move at different levels, heights, matching a partner, performing gestures and jumping.

Maths

Children will learn to:

- count in 2s, 5s and 10s
- identify the tens and ones in numbers to 100
- compare and order numbers
- add and subtract a 2-digit number to ones, tens and a 2- digit number
- add three single digits numbers – they will be taught to look for the patterns to help them.



English

Narrative - Julia Donaldson - The Smartest Giant in Town and Room on the Broom.

Narrative - The Polar Express

Non-fiction - instructions linked to Room on the Broom.

Non-fiction - non-chronological report linked to transport

Poetry - Travelling Around and Bonfire Night

PSHE

Children will learn about the term diversity and investigate our community. Also their health and wellbeing.

SEAL

New beginnings/getting on and falling out.

RE

Holy places - what it is like inside a Mosque, Church and Synagogue.

Design and Technology

Children will learn about construction by building a canal tunnel.

Children will learn about food safety and make muffins.

Art

Drawing—
Shapes (Picasso)

Printing—
Shapes (Owen Jones)

Music

Through the units Hands, Feet, Heart and Ho Ho Ho, children will learn about the dimensions of music (pulse, rhythm, pitch), singing and playing instruments. Children will also listen and appraise different styles of music.

Science - Animals and Electricity

Children will learn about animals/humans and their offspring, what animals/humans need to stay alive and how to stay healthy.

Children will learn about everyday appliances that require electricity and also the dangers of electricity.

Computing

Using Ipads for animation to create a simple stop motion. Programming to create a conversation.

