

English

To tell the story of 'Handa's Surprise' and 'The Enormous Turnip' through storytelling and drama.
 To write our own stories using full stops, capital letters, finger spaces and question marks.
 To sequence sentences to form a narrative.
 To sequence sentences in chronological order to recount an event/experience.
 To write food themed poems using repetition.
 To spell words based on taught phonics sounds, words with the suffixes 'er and 'est' and days of the week.

Languages - French

To answer the register in French. To join in with simple French songs.

Science

To use the world around us to identify and name a variety of common wild and garden plants and trees.
 To grow our own plants and identify the basic structure of common flowering plants and trees.

Geography

To learn where in the world different types of food grown are grown. To identify hot and cold areas of the world in relation to the Equator and North and South Poles.
 To explain geographical similarities and differences between an area of the UK and a non-European country where food is grown.

Art and Design

To create 'Archimboldo' inspired artwork and describe how their own work is similar and/or different to the work of the artist.
 To create observational drawings of fruit/veg, making bold and strong lines and applying less pressure to make soft lines.
 Create tie dye designs using tea and recall all the equipment needed.

Maths

Place value to 20: Count, read and write numbers to 20 in numbers and words, look at tens and ones, find one more and one less and order and compare numbers to 20.
Addition and subtraction to 20: Add by counting on, finding number bonds, subtraction crossing 10s, number facts and comparing number sentences.
Place value to 50: Looking at tens and ones, representing, comparing and ordering numbers to 50, counting in 2s and 5s.
Length and Measurement: Compare lengths and heights and measuring length.
Measurement - weight and volume: Measure and compare mass and capacity.

Tea, Toast and Tomato Ketchup



Outcomes:

1. To make our own dips to eat.
2. To create our own artwork in the style of Archimbold.

Music

To use the Charanga unit 'In the Groove' to listen to and appraise music and learn how to be in the groove with different styles of music.

History

To look at food origins and history, describing the similarities and differences between life in the past and life today.
 To learn about food during WW2 and place events and objects in chronological order.
 To learn about and answer questions about food and shops/shopping in the past using given sources.

Physical Education

Invasion Games - learn different ways of travelling, including moving backwards, sidestepping and changing direction. To learn how to travel with a ball, pass a ball to another player and then apply it to a game situation.
Attacking and Defending - to learn skills players need in different team games.
Gymnastics - To learn how to roll, curl, travel and balance in different ways. To copy sequences and repeat them.

Personal, Social, Health Education

Puzzle Piece 3 - Dreams and Goals: think about challenges and how they make us feel, explain how we feel when we are successful and think about things that help us to succeed.
Puzzle Piece 2 - Celebrating Differences: to understand that our bodies are amazing and understand how we can keep them safe and healthy, to make healthy choices, to understand that medicines and household items can be dangerous if not used properly.

Design and Technology

To use the 'Dips and Dippers' unit to learn about good food hygiene rules and using kitchen equipment to prepare food safely. To use these skills when making and evaluating a healthy dip and dippers. To develop an understanding of an eat well plate and explain the importance of eating a healthy and varied diet.

Religious Education

Does creation help people understand God: to understand Christian and Jewish beliefs about Creation and the character of God.
Should everyone follow Jesus? to explore the reasons why people follow Jesus, with reference to the Easter story.

Computing

To follow and create simple instructions using the ICT software Purple Mash. To create and debug an algorithm.
 To explore online safety using Gooseberry Planet.