

## OUR DRIVERS:

Spiritual, Moral, Diversity & Beliefs

Communities & Environment

Life Skills

Personal, Social & Emotional Well Being

### English

**Storytelling**- to learn to tell the story of Into The Forest from a different point of view.

**Non-fiction** - to write instructions on how to catch a Gingerbread Man

**Poetry** – to explore chorus poetry including “We wish you a Merry Christmas” and to write poetry using chorus lines.

**Grammar** – to recognise nouns and verbs  
- to write expanded noun phrases to describe and specify

- to use capital letters and full stops

**Reading**- To participate in discussions about traditional fairy tales stories, poems and images and to ask and answers questions to improve understanding of text through inferences, predication and sequencing.

### French

- to recognise and understand simple French greetings and words including hello, goodbye.

### Geography

**Geographical skills**- Create our own maps of our local environment and imaginary environment by drawing around objects and using keys for symbols

- to use compass directions to create routes for others to follow

- to collect information about the local environment and imaginary environment using tally charts

**Human and physical geography** – to identify key physical and human features when looking at maps and aerial images.

### History

**Local History** - to investigation significant historical places within our locality, and create a local history map of important buildings and sites.

### Physical Education

**Games**– to use rolling, hitting and/or kicking in a game

**Athletics** - to master basic movements including running, jumping, throwing and catching

**Daily Mile**- to develop running skills and stamina

### Personal, Social, Health Education

**Puzzle 1: Being Me** - to recognise different types of families and explore friendship and conflict

**Puzzle 2: Celebrating Differences.** - to explore life cycles in nature and use the correct terminology to identify differences between male and female bodies.

### Buttercup Class - Autumn 2020

#### Into the Forest



#### Wow: Faringdon Folly Sculpture Trail

#### Outcomes:

1. Showcase our sculptures to Year 3
2. Create an Art Gallery to share
3. Record our Christmas poetry and send home

### Music

**Hands, Feet, Heart** – to use their voices expressively by singing songs and speaking chants and rhymes.

- to experiment, create and selects sounds

### Art and Design

-to design and create tree ring art using line, colour, and form, looking at colours and colour mixing

-to design, experiment and create spooky trees using clay

- to explore the works of Andy Goldsworthy to design, experiment and create sculptures using natural materials

### Maths

**Place Value** – to recognise the place value of each digit, compare and order numbers from 0 up to 100

**Addition and Subtraction** – to solve problems with addition and subtraction using concrete and pictorial representation.

**Multiplication and Division** – recall and use multiplication and division facts for the 2, 5 and 10 times tables.

### Religious education

**Who should we follow?** - to find out about religious leaders and how and why they are followed.

**Do religious symbols mean the same to everyone?** - to explore the variety of ways people can express beliefs by what they wear.

### Science

**Use of Everyday Materials** - to identify and compare the suitability of a variety of everyday materials including wood, metal and plastic.

- to find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

### Computing

**Coding** – **Purple Mash** to understand algorithms and create and debug simple programmes using Bee-Bots

**E-Safety** – **Gooseberry Planet**

**Unit 1: People Online** – to recognise ways to connect with people online safely

**Unit 2: Personal Information** – to recognise private information and with whom to share it with safely.

**Unit 3: Perfect Passwords** – to create a safe password and know what a password is used for.

### Design and Technology

- to design, make and evaluate a moving picture map using simple mechanisms including hinges, levers and wheels.