Spring Term 1 6 Weeks		Spring Term 2 5 Weeks		
ENGLISH       LITERACY FOCUS TEXT – The Dragon Machine     LITERACY FOCUS TEXT – Major Glad, Major Dizzy				
LITERACY FOCUS TEXT – 1 Wite sentences with different forms: statement, question, exclamation, command. Use subordination Use present and past tenses correctly and consistently (some progressive) Read aloud with intonation. Use punctuation correctly including exclamation marks and question marks.	Feature keys Use phrases from story language Create and describe characters Create and describe settings Use past tense consistently and correctly Write in 3rd person Sequence of events with beginning, middle and end	Iteracy Focus text – Max         Major Glad,         Major Dizzy         Vise the progre         Use the present and         Use present and past tenses correctly and consistently         Use subordination (because, when; and introduce that)         Write down ideas, key words, new vocabulary         Use punctuation correctly introduce apostrophe for the possessive (singular)	ajor Glad, Major Dizzy  Feature keys  Include detail and description to inform the reader  Write in 1st person  Use consistent past tense  Order events with adverbs of time  Include personal comments and own viewpoint  Set the scene with a clear opening and establish the context Finish with a closing statement with personal comment or summary <i>e.g.</i> What an amazing day we all had!	

		READING				
LITERACY FOCUS TEXT – T	he Dragon Sitter	LITERACY FOCUS TEXT - Ow	en and the Soldier			
Dragonsitter	Answer and ask questions. Make inferences on the basis of what is being said and done. ntroduce non-fiction books that are structured in different ways.	OWEN SOLDISR COLDISR	Make inferences on the ba what is being said and don Discuss their favourite wor phrases.	e.		
	MATHS					
Money	Multiplication and Division	Multiplication and Division (2)	Length and Height	Mass, Capacity and Temperature		
<ul> <li>Counting money in pounds and pence</li> <li>Make same amounts of money.</li> <li>Compare amounts of money</li> <li>Calculate with money.</li> <li>Make £1.</li> <li>Find change</li> <li>Two step money problems.</li> </ul>	<ul> <li>Recognise equal groups.</li> <li>Make equal groups.</li> <li>Add equal groups.</li> <li>The X sign.</li> <li>Multiplication sentences.</li> <li>Use arrays.</li> <li>Make equal groups – grouping and sharing.</li> </ul>	<ul> <li>2 times table</li> <li>Divide by 2.</li> <li>Double and halve</li> <li>Odd and even numbers.</li> <li>10 times table.</li> <li>Divide by 10.</li> <li>5 times table.</li> <li>Divide by 5.</li> <li>Bar modelling grouping</li> <li>Bar modelling sharing.</li> </ul>	<ul> <li>Measure in cm.</li> <li>Measure in m.</li> <li>Compare lengths and heights.</li> <li>Four operations with lengths and heights.</li> </ul>	<ul> <li>Compare mass</li> <li>Measure grams</li> <li>Measure kilograms.</li> <li>Compare volume and capacity.</li> <li>Measure in millilitres.</li> <li>Measure in litres.</li> <li>Measure temperature using a thermometer.</li> <li>Read thermometers.</li> </ul>		
		SCIENCE				
	omparing the suitability of a variety of materials can be changed by squashir					

- Asking simple questions and recognise that they can be answered in different ways.
- Use their observations and ideas to answer scientific questions.
- Gather and record data
- Perform simple tests and use simple measurements to gather data.
- Discuss what they have found out and notice relationships.

DESIGN TECHNOLOGY				
Spring 1	Spring 2			
<b>Structures</b> : Freestanding structures – Dragon machine and Tudor houses	Mechanisms: Wheels and axles – carriage for Lord Leverhulme			
COMPUTING	MUSIC			
E-safety – Common Sense Materials (considering feelings using technology) Computer Science - Code Studio Course B; Sessions 5-8 Information Technology – use the Timeline app to sequence key events of the Great Fire of London.	Charanga: Inventing a musical story Recognising different sounds			
Physical Education	Art			
Spring 1 Cognitive With help I can recognise similarities and differences in performance. I can explain why someone is working or performing well. Dynamic balance - on a line. Static balance – stance.	Painting and mixed media: Life in colour Name the primary and secondary colours. Talk about the colour changes they notice and make predictions about what will happen when two colours mix. Describe the colours and textures they see. Try different tools to recreate a texture and decide which tool works best.			
Spring 2 Creative I can link and select movements together to create a theme. I can begin to compare my movements and skills with those of others.	Show they can identify different textures in a collaged artwork. Apply their knowledge of colour mixing to match colours effectively. Choose collage materials based on colour and texture.			

Coordination – ball skills. Counter Balance - with a partner.	Talk about their ideas for an overall collage. Try different arrangements of materials, including overlapping shapes. Give likes and dislikes about their work and others'. Describe ideas for developing their collages. Choose materials and tools after trying them out.	
Religious Education	PSHE	
<b>Spring 1</b> Faith stories – What makes stories important? <b>Spring 2</b> Easter celebrations and symbols -What happened at Easter and how does it make people feel?	Spring 1Keeping myself safe.Identifying situations where they need to keep themselves safe.Recognising body language and facial recognition.Spring 2Rights and respectGetting on with others & looking after the environment.	
History	Geography	
<b>Spring 1</b> In depth study of Great fire of London.	Children will be learning about the Great Fire of London and will understand where London is. Locational knowledge - name, locate and identify characteristics of the 4 countries and capital cities of the	
<b>Spring 2</b> Significant historical people/places in our locality – Lord Leverhulme	United Kingdom and its surrounding seas Vocabulary - Human features: city, town, village, factory, farm, house, office, port, harbour, shop	