



	Week 1 30/10	Week 2 06/11	Week 3 13/11	Week 4 20/11	Week 5 27/11	Week 6 04/12	Week 7 11/12
<b>Reading</b>	Dinosaur Trouble by Dick King-Smith	Dinosaur Trouble by Dick King-Smith	Dinosaur Trouble by Dick King-Smith	Dinosaur Trouble by Dick King-Smith	Dinosaur Trouble by Dick King-Smith	Dinosaur Trouble by Dick King-Smith	Dinosaur Trouble by Dick King-Smith
<b>Writing</b>	Character description  Expanded noun phrases conjunctions	Character description  Expanded noun phrases conjunctions	Diary writing  Past tenses	Diary writing  Past tenses	Fact files  Model writing	Fact files  Independent writing about Mary Anning	
<b>Maths</b>	Addition and Subtraction	Addition and Subtraction	Addition and Subtraction	Addition and Subtraction	Shape	Shape	Shape
<b>Humanities</b>	To know about the life of Mary Anning.	To know the key achievements of Mary Anning.	To order Mary Anning's life against other previously studied significant people.	To ask questions about Mary Anning's life and compare it to our own.	To identify some ways we find out about the past.	To choose and use part of library stories and other sources to answer given questions.	
<b>Science</b>	To know that different animals have different types of offspring which grow into adults.	To know how animals change as they grow into adults (life cycles).	To know that there are similarities and differences in the life cycles of some animals.	To know and compare the stages of the human life cycle.	To know the basic needs of animals, including humans, for survival (water, food and air).	To know how to research the answer to a question.	
<b>RHE</b>	I can discuss what I already know about relationships.	To know why people are bullied and about stereotypes.	To know the difference between right and wrong and how to look after myself.	To know how it feels to have a friend.	To know that bodies and feelings can be hurt by words and actions and that people can say hurtful things and	I can apply my knowledge to demonstrate that I know what bullying looks and feels like.	I can discuss what I already know about relationships.

					online.		
<b>Music</b>	Group practise	Group practise	Group practise	Group practise	Group practise	Group practise	I can discuss what I already know about relationships.
<b>PE / Games</b>	Gymnastics: To know how to travel in different ways.	Gymnastics: To be able to hold still in a shape whilst balancing on different points of my body.	Gymnastics: To know how to link actions to make a sequence.	Gymnastics: To copy actions and movements to create a sequence.	Gymnastics: Copy, explore and remember actions and movements to create a sequence.	Gymnastics: Copy, explore and remember actions and movements to create a sequence.	Group practise
	Invictus: I know how to throw overarm at a target.	Invictus: I know how to throw overarm at a target with increasing accuracy.	Invictus: To display respect and fair play in a small game.	Invictus: To use throwing and catching to use simple tactics in a game.	Invictus: To use throwing and catching to use simple tactics in a game.	Invictus: To work well with others in a small game.	Gymnastics: Assessment lesson.
<b>RE</b>	To know that Jews believe that God created the world in seven days.	To know that on the first day God created light and separated it from darkness.	To know that on the second day, God created the sky. To know that on the third day God created land, sea, rivers and lakes.	To know that on the fourth day God created trees and plants. To know that on the fifth day God created the sun, moon and stars.	To know that on the sixth day God created the animals, humans and gave humans a brain and the ability to speak. To know that on the seventh day God had created the Earth.	To apply my knowledge of the Creation story.	Invictus: To work well with others in a small game.

<b>DT</b>	I know the target audience and purpose of my work.	I know how to evaluate pre existing products.	I know how to create a design specification.	I know how to follow my design specification to create my product.	I know how to follow my design specification to create my product.	I know my work meets its purpose and target audience.	To apply knowledge Creation
<b>Computing</b>	To know that a series of instructions is called a sequence or algorithm.	To know what happens when we change the order of instructions.	To know that logical reasoning is used to predict the outcome of a program .	To know that programming projects can have code and artwork.	To know that an algorithm can be designed to create a program and meet a goal.	To know that programs can be debugged when created.	

Livingstone