English

This half term, in English we will be reading 'The Lighthouse Keeper's Lunch'. We will focus on non-fiction writing and learning how to write a set of instructions.

We will focus on the purpose of writing to inform. We will build up knowledge of a range of writing tools such as: time conjunctions, imperative verbs, joining conjunctions such as `and' and adding ad jectives.

Our final piece will be a set of instructions on 'How to make a \dots ' which we will decide upon ourselves.

Maths

This half term, our maths topics include:

- Multiplication counting in 2's, 5's 10's, making arrays and doubles
- Division making equal groups by grouping and by sharing
- Fractions recognising and finding half and quarters
- Time
- Money
- Position and direction

Science

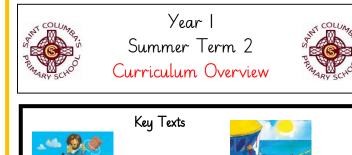
- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- identify and name a variety of common animals that are carnivores, herbivores and omnivores describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
- identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Art & Design

This half term we will focus on Art. Our topic is 'Let's Sculpt'.

During this topic we will learn about sculptures and we will explore how to make our own sculptures using different manipulatives and tools.

Our final piece will be based on a summer themed sculpture.



Humanities

This half term we will focus on Geography. During our geographical study, we will be studying geography in our local area; Wallsend.

We will explore the human and physical features that can be found in our local area and the carry out some geographical fieldwork.

RE

Topic I - Islam - we will explore the faith of Islam.

Topic 2: Neighbour – we will think about our neighbours and look at how CAFOD supports families around the world.

PE – Athletics and Fitness

PSHE- Relationships

 $\ensuremath{\mathsf{Music}}$ — Explore Sound and Create a Story

Computing - Programming Direction