

<p style="text-align: center;">Long, Long Ago</p> <p style="text-align: center;">Where and when did the earliest civilizations develop and what did they achieve?</p>	
<p>Big Impact Event Egyptian Dress Up Day Theatre Exchange Visit</p>	<p>Celebration of Learning Showcase of learning to parents.</p>
<p>Science – How do plants reproduce?</p> <ul style="list-style-type: none"> Flowering plants reproduce by the process of pollination Pollination leads to the formation of a seed which can grow into a new plant Flowering plants have evolved specific parts to carry out pollination and seed growth Those parts are stamen where pollen is produced, stigma where pollen is collected, and the ovaries which contains the eggs that become a seed when the pollen travels down the stigma and meets the egg Flowers have petals also are a range of colours, patterns, and smells to attract insects Plants and flowers look different because they pollinate in different ways There are two types of pollination Insect and wind Insect pollinated flowers are usually bright coloured and strong scents Wind pollinated flowers have less colourful petals and less scent Plants have evolved many different ways to disperse their seeds Seed dispersal increases the chances of seeds germinating and growing into a mature plant A seed contains a miniature, undeveloped version of the plant They contain a food store for the first stage of growth (until the plant can make its own food) They are surrounded with a protective coat 	<p>DT – Shell Structures</p> <ul style="list-style-type: none"> Generate realistic ideas and design criteria collaboratively through discussion, focusing on the needs of the user and purpose of the product. Develop ideas through the analysis of existing products and use annotated sketches and prototypes to model and communicate ideas. Order the main stages of making. Use appropriate tools to measure, mark out, cut, score, shape and assemble with some accuracy. Explain their choice of materials according to functional properties and aesthetic qualities. Use finishing techniques suitable for the product they are creating. Investigate and evaluate a range of existing shell structures including the materials, components and techniques that have been used. Test and evaluate their own products against design criteria and the intended user and purpose Develop and use knowledge of how to construct strong, stiff shell structures. Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes. Know and use technical vocabulary relevant to the project.
<p>Art – Printing</p> <ul style="list-style-type: none"> Build a printing block by applying string/wool onto a cardboard tile Ink up a block and print a regular and off-set pattern Use 2 or more colours to create a design by layering prints of different colours (e.g., 1st print blue, 2nd print yellow on top or offset) 	<p>History –the achievements of the earliest civilizations including an in depth study of the ancient Egyptians.</p> <ul style="list-style-type: none"> Place the time studied on a time line and use dates and terms related to the topic of study Sequence several events or artefacts Understand the term BCE and BC Find out and compare the everyday lives of people in time studied with their own lives today Understand and identify reasons for and the results of their actions Use a range of sources e.g. to find out about a period. Select and record relevant information Begin to use the library and internet for research Identify and give reasons for different ways the past is represented Compare different versions of the same story from different sources and discuss why they might be different
<p>PE and Games – OAA (Outdoor Adventurous Activities), Rounders, Cricket, Handball and preparing for our first Manor Junior School Sport's Day)</p> <ul style="list-style-type: none"> Use basic throws, jumps and running techniques. Recognise achievements and simple improvements. Skills associated with batting, catching and fielding in striking/fielding games and apply these to simple attacking and defending principles. Working effectively as a team and individually during Outdoor Adventurous Activities (OAA) to solve a range of challenges 	
<p>RE –MFL – Ice Creams</p> <ul style="list-style-type: none"> Listen to and enjoy short stories, nursery rhymes & songs Recognise familiar words and short phrases covered in the units taught Communicate with others using simple words and short phrases covered in the units Read familiar words and short phrases accurately by applying knowledge from Language Angels on a few key sounds Understand the meaning in English of short words I read in the foreign languages Write familiar words & short phrases using a model or vocabulary list Start to understand the concept of noun gender and the use of articles Use the first-person singular version of high frequency verbs 	<p>PSHE +C – Fire Safety and Hazard Watch</p> <p>Fire Safety:</p> <ul style="list-style-type: none"> Understand how our actions and choices can affect others Be able to recognise how drivers can be distracted Know how to help others stay safe Be able to describe the differences between safe and risky choices <p>Hazard Watch:</p> <ul style="list-style-type: none"> Know what items are safe to play with and what items are unsafe to play with Be able to name potential dangers in different environments Know what food and drink items are safe or unsafe to eat or drink Be able to name dangers that can affect others, for example younger siblings
<p>RE - Sacred Place: Mandir and Church (Golden Thread – special)</p> <ul style="list-style-type: none"> Express and describe responses to own experiences of concepts introduced. Recognise and describe how their responses relate to their own lives and others. Accurately describe what has been taught and how it could be used in the tradition covered. Accurately describe what has been taught and how it could vary within the concept being studied. Children can understand and describe the value of concepts that have been studied and can recognize the issues that may arise. 	<p>PE and Games – OAA (Outdoor Adventurous Activities), Rounders, Cricket, Handball and preparing for our first Manor Junior School Sport's Day)</p> <ul style="list-style-type: none"> Use basic throws, jumps and running techniques. Recognise achievements and simple improvements. Skills associated with batting, catching and fielding in striking/fielding games and apply these to simple attacking and defending principles. Working effectively as a team and individually during Outdoor Adventurous Activities (OAA) to solve challenges at their age-related level

Computing – Creative Media <ul style="list-style-type: none"> Type using capitals and lowercase text. Understand how to change the case using caps lock or temporarily change it using shift Understand that symbols on the top of a key can be accessed by holding down shift Know how to delete both ways using the backspace and delete keys and can micro move the cursor using the keyboard arrow keys. Know how to undo and redo Use save and save as understanding that it is best to save sequential versions of a document so you can go back to previous versions Change font type, size & colour and know when to use these	
Geography not covered this half term	Enrichment Opportunities e.g., outdoor learning Observing plants as part of our science learning Using the outdoor space for drama related to the life of the ancient Egyptians. Visit to St John’s Church Parents to help with setting up science experiment