

Inventors and Inventions

Maths

- order and arrange combinations of mathematical objects in patterns and sequences.
- use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).
- compare and sequence intervals of time.
- tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.
- know the number of minutes in an hour and the number of hours in a day.
- choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- compare and order lengths, mass, volume/capacity and record the results using >, < and =

Science – Everyday materials

- identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
- find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Spanish

Los Helados – ice cream

Music

Reflect and Rewind

English

This half term we will be reading 'George's Marvellous Medicine':

- Using adjectives to describe settings and characters.
- Writing a diary entry/recount.
- Writing instructions.
- Writing a letter.

Spellings

- Words ending -le
- Words ending in -el
- Adding the suffix -ful
- Adding the suffix -less
- Adding the suffix -ment

Topic – Inventors and Inventions

- Learn about the lives of significant individuals in the past who have contributed to national and international achievements in the context of inventors.
- Learn about inventions that affect our lives today.
- Compare and discuss the lives of a number of inventors, such as Alexander Graham Bell, Steve Jobs and Stephanie Kwolek.

Computing

Coding: Scratch Jr – introduction and fundamentals

PE

Modified Team Games

Commando Joe's Unit: The Queen

RE/PSHE

Islam – Hajj

PSHE – Changing Me

Design Technology

Structures – Baby Bear's Chair

Art

The work of Leonardo Da Vinci