Geography

Children will learn:

- To label the world's five oceans
- To identify human and physical features of a seaside town
- To write a tourist leaflet for a seaside town
- To compare coasts in Britain and abroad
- To name and use compass points to describe position

Relationships, Social, Education Coping with changes

Year 1-Growing and changing: Animal Babies

Year 2-Growing up and setting goals: When I am older

Physical Education

Wednesday- Striking and Fielding

Friday - Athletics

English

Text: The dragon Machine by Helen Ward

Children are initially engaged by noticing a dragon tail and then going on a dragon hunt across the school. Children then create a guide, exploring descriptive and positional language. They engage with the main character in the story's thoughts and emotions through letter writing.

Text: Julian is a Mermaid by Jessica Love.

Children discover a letter that is about being yourself. They make statements about their dreams and wishes before sharing the text. They explore verbs and use these to write commands that form instructions for being a mermaid. As the story unfolds, they predict, write in role and sort inferential statements

Seaside Locations

Term 6 - Geography Focus

Pippin Class

Key Experiences

- Hastings Visit
- Sports Day

Maths

Year 2- Measurement: Mass, capacity and temperature, Geometry: Position and direction

Year 1- Geometry: position and direction, Number place value within 100, Measurement: Money

Computing – Presenting Ideas

The class will explore how information is presented digitally. The children will create stories, leaflets and posters using Purple Mash.

Art - Printing

Children will explore different printing techniques. The class will begin printing using household objects, fruits and vegetables. They will then progress to creating images using mono, block and line printing.

Religious Education -

Children will be learning about: **Islam**

Who is a Muslim and what do they believe?

Science -

Animals Including Humans- Wild and Wonderful

Creatures