

Great Oaks Curriculum Overview

English

This half term we will continue to share the book by Roald Dahl, Magic Finger.

Using this as inspiration we will create a report about an animal, compose a piece of poetry and write a diary extract.

In SPaG we will further develop our use of conjunctions such as 'because', 'but', 'and' as well as spelling contracted words and using possessive apostrophes appropriately.

Maths

We will be revisiting addition, subtraction, multiplication, division and fractions focussing on:

- ✓ efficient methods
- ✓ fact families
- ✓ problem solving

We will also be reading scales to represent length, height, weight and capacity:

- using units of measure (cm or m, g, ml, l)

Key maths skills:

- Counting forwards and backwards in 10s from any given number
- Partitioning numbers in different ways
- Number bonds

Physical Education

The children will continue to develop their games skills during their Rugby sessions every Tuesday. On Friday afternoons the children will develop the skills needed to play a variety of games.

Personal & Social Development Jellyfish

To develop our emotional well being we will become jellyfish.

To be a jellyfish is to experience a sense of calm, creativity and wellbeing.

The aims of the sessions are to discover, explore, express, manage and develop relationships and our emotional development.

Summer 1 HABITATS

Music

We will be learning what is meant by a steady beat (pulse) and rhythm. The children will combine beat and rhythm, copy rhythm patterns and then create their own rhythm patterns based on words and phrases and then to accompany a song.

Science

This half term we will be completing our work on habitats by revisiting our learning about how to explain whether something is living, dead or has never been alive. We will then find out about microhabitats and food chains.

We will also be planting seeds and bulbs and observing, describing and recording how they change and grow. We will find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Art & Design

In art we will be looking at the work of famous sculptors and trying out some of their different techniques.

We will then choose a style to create an animal sculpture of our own.

In Design and Technology we will begin to create a fabric hanging of animals.

Computing

We are Games Testers - learning how to create computer programs.

- describe carefully what happens in computer games
- use logical reasoning to make predictions of what a program will do
- test these predictions
- think critically about computer games and their use
- be aware of how to use games safely and in balance with other activities.

