

### English – The Lonely Beast

- To discuss themes and issues that arise in this story, making connections with their own lives
- To develop creative responses to the text through drama, play and artwork
- To create a story map to retell the story in the correct order.
- To write in role in order to explore characters and events
- To compose and perform own poetry
- To write a newspaper article in role as a fictional character
- To make a new friend for The Lonely Beast
- To write a short story following a known narrative
- To reflect on reading through keeping a reading journal.

### SEAL & R.E.

#### SEAL Going for Goals

- Understand how people learn in different ways.
- Choose a realistic goal and break it down into small steps.
- Say what you want to happen when there is a problem (set a goal).
- Overcome boredom and frustration.
- Talk about how you might do things differently to learn more effectively.

#### R.E. How and why do people pray?

Find out how Christians and Muslims pray and name some artefacts relating to prayer.

- Recognise similarities and differences between how Christians and Muslims pray.
- Ask questions and respond to questions about prayer.
- Begin to express own ideas about the meaning of prayer.

### Art – Kenojuak Ashevak

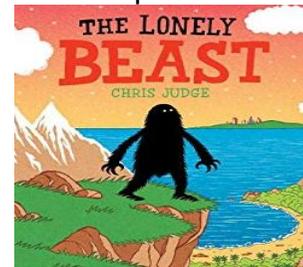
- Find out about the life and works of Kenojuak Ashevak
- Observe and trace the lines and shapes from her prints.
- Choose and re-create one of her images.
- Create our own lino prints based on her work.

### Computing - We are Astronauts

- Understand what algorithms are and how they are used on digital devices.
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

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Explorers



### Geography

- Label a map of the world with the continents and oceans.
- Look at the route they think Captain Cook would have taken.
- Use simple fieldwork and observational skills to study the geography of their school and its grounds.

### P.E. - Gymnastics

- Make simple movements including rolls, jumps and travel.
- Create sequences by pointing, stretching and keeping tight.

### Maths

- Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.
- Identify 2D shapes on the surface of 3D shapes, [for example, a circle on a cylinder and a triangle on a pyramid].
- Compare and sort common 2D and 3D shapes and everyday objects.
- Order and arrange combinations of mathematical objects in patterns and sequences.
- Count in 2's, 5's and 10's times tables, including recognising odd and even numbers.
- Use multiplication (x), division (÷) and equals (=) sign.
- Solve problems involving multiplication and division, using materials, arrays, mental methods and multiplication and division facts.

### Science

- Identify some of the materials in the classroom
- Understand that objects are made of different materials and they have simple properties
- Know that there is a difference between an object and the material from which it is made
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock
- Understand the properties of materials using terms such as: hard, soft, stretchy, stiff, bendy/floppy
- Predict which material will be the most successful and why when thinking about clothing for explorers.

### History

- Ask questions about Captain Cook using secondary information sources.
- Create a timeline with a partner to show the events in Tim Peak's life that lead up to his space mission.
- Compare the equipment taken by Columbus and Armstrong on their voyages.