

Geography

To investigate places and patterns by:

- Asking and answering geographical questions (such as: What is this place like? What or who will I see in this place? What do people do in this place?).
- Using world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied.
- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.
- Identifying land use around the school.

Science

To understand animals and humans by:

- Investigating and describing the basic needs of animals, including humans, for survival (water, food and air).
- Describing the importance for humans of exercise and eating the right amounts of different types of food and hygiene.

To investigate living things by:

- Describing how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identifying and naming different sources of food.

Maths

To use measures to:

- Compare, describe, solve, measure and begin to record practical problems for:
 - lengths and heights/mass/weight/capacity and volume/time.
- Use standard units to estimate and measure length/height (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 $=$.

- Sequence events in chronological order using language.
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
- 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.

- Recognise and know the value of different denominations of coins and notes.
- Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
- Find different combinations of coins that equal the same amounts of money.
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

DT

To master practical skills (food) by:

- Cutting, peeling or grating ingredients safely and hygienically.
- Measuring or weighing using measuring cups or scales.
- Assembling or cooking ingredients.

To design, make, evaluate and improve by:

- Designing products that have a clear purpose and an intended user.
- Making products, refining the design as work progresses.
- Using software to design

To take inspiration from design throughout history by:

- Exploring objects and designs to identify likes and dislikes of the designs.
- Suggesting improvements to existing designs.
- Exploring how products have been created.

PSHE/R.E

Music

To learn b, a and g on the recorder.

To learn to recognise some symbols of rhythm notation.

Food glorious food

PE

Gymnastics; learn how to handle and move apparatus carefully and safely. Show balance and presentation within a set piece.

Team Games; Learn how to work collaboratively together. Learn to listen attentively and follow instructions accordingly.

Computing

To communicate by:

- Using a range of applications and devices in order to communicate ideas, work and messages.

To code events, motion and looks by:

- Controlling motion by specifying the number of steps to travel, direction and turn.
- Specifying user inputs (such as clicks) to control events.
- Adding text strings, show and hide objects and changing the features of an object.

English