

Science

- **Electricity** - Construct simple series circuits, identifying and naming its basic parts (inc. batteries, wires, bulbs, switches and buzzers). Understand that a switch open and closes a circuit.
- **Living things**- Identify that humans and some other animals have skeletons and muscles for support, protection and movement. Identify and describe how animals, including humans, need the right types and amounts of nutrients,

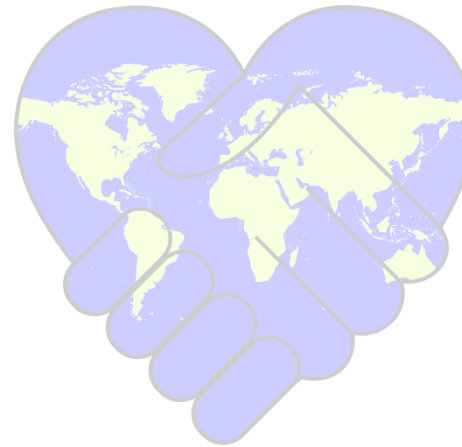
Art, Design and technology

- Recycled sculpture
- Ocean artwork to develop painting skills
- Designing functional equipment from recycled materials

English

- Write Diamond poems
- Write a biography of Charles Darwin
- Write a Persuasive letter about the Trash islands
- Write a report about what

Who is Responsible?



Music

- Learning a range of songs and performing them as part of the KS2 end of year production.
- Taking part in whole school music afternoon

Wow Moments

- Plough to plate day.
- Launch day and planting.
- Conservation and environmentalist visitor.
- Litter picking and surveying locally.

PE

- Future stars learning how to play cricket.
- Swimming (Year 3)

RE

- How might we make a record of the impact on ourselves of the journeys we make and the places we visit?

Maths

- Area and perimeter
- Exploring measure and converting measure
- Time
- Recapping the four operations and their methods.
- Shape and geometry

Geography

- Use fieldwork to observe, measure, record and present the human/ physical features in the local area.

Modern Foreign Languages.

Children will take part in a languages afternoon where they will have the opportunity to speak Spanish and French

Computing

- Use technology safely, responsibility and recognise acceptable and unacceptable behaviours.
- Use a combination of software for specific outcomes including film.