**Bright Lights**

**Big City**

**Science**

Distinguish between an object and the material from which it is made.

Use observations and ideas to suggest answers to questions.

**Geography**

Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.

Use simple compass directions (N,S,E,W) and locational and directional language (near and far) to describe the location of features and routes on a map.

Use basic geographical language to describe human and physical features.

**Design and Technology**

Explore and use mechanisms (e.g levers, sliders, wheels and axels), in their products.

Build structures, exploring how they can be made stronger, stiffer and more stable.

Find out where food comes from.

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

**Music**

Using our voices expressively and creatively by singing songs and speaking chants and rhymes.

**Computing**

Use technology purposefully to create, organise, store and manipulate digital content.

Understand what algorithms are and how they are used to implement

 programs.

Create and debug simple programs.

Use technology safely and respectfully keeping personal information private.

**PE**

Listening to different music and showing how it makes us move.

Moving around the hall using different body parts.

Create a sequence of movements to show to others

March like the Queen’s soldier

**PSHE**

Mess and talk with people (e.g with outside visitors such as religious leaders, police officers, the school nurse)

**History**

Learn about events beyond living memory that are significant nationally or globally (The Great Fire of London)