

PE – Invasion games/team games

*Invasion games*

\* To understand what being in possession means.

\* To use a variety of skills to score goals.

\* To develop stopping goals.

\* To develop an understanding of marking an opponent.

*Team games*

\* To follow instructions and work with others.

\* To co-operate and communicate in a small group to solve challenges.

\* To create a plan with a group.

\* To communicate effectively.

\* To work as a group.

Design and Technology – Making a local building using clay

\* To develop design ideas through discussion, observation, drawing and modelling.

\* To use hand tools safely and appropriately.

\* To evaluate against design criteria.

Geography – Street Detectives

\* To use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features.

\* To devise a simple map.

\* To use and construct basic symbols in a key.

\* To use simple fieldwork and observation skills.

Computing – Computer Science

\* To program a character to grow and shrink.

\* To use instructions to make characters move.

\* To use a repeat instruction to make a sequence of instructions.

.

RE – Thankfulness

\* To understand the importance of giving thanks.

\* To understand and compare how other religions give thanks.

PSHE – Coping with change

\* To recognise and talk about emotions.

\* To judge how appropriate and proportionate emotions are.

\* To know where and how to seek support.

\* To practice simple self-care techniques.

Music – Zootime

\* To find a pulse.

\* To create rhythms for others to follow.

\* To listen and sing back.

Science – Famous Scientists

\* To ask simple questions and recognise that they can be answered in different ways.

\* To observe closely, using simple equipment.

\* To perform simple tests.

\* To gather and record data to help in answering questions.

Street Detectives