Class Name: Parrots	Curriculum Overview	Summer 2
<u>English</u>	<u>Maths</u>	Science- Scientists and Inventors
 Fiction-Fantasy Quest stories Persuasive writing :Bedtime Arguments, Adverts and Letters. RWI -daily phonics/writing and spelling Spelling Homophones Near to homophones Months of year/time Question words with SPaG 	Time O'clock, half past Quarter past and quarter to Hours in a day Tell time to hour Minutes in hourStatistics Tally charts Tables Draw pictograms (1-1) Interpret pictograms (1-1) Draw pictograms (2,5 and 10) Interpret pictograms (2,5 and 10) Language of position Describe movement Describe turns Shape patterns with turns Describe movements and turns	 To understand and name some scientists and inventors. To use their observations and ideas to suggest answers to questions. To find out why plants need light, water and a suitable temperature to grow and stay healthy. To describe the importance of hygiene to humans To describe the qualities of materials and explain why they are more suitable for a given purpose than another. To use their ideas to answer questions about renewable energy and the invention of wind turbines. Computing - Data and Information - Pictograms To recognise that we can count and compare objects using tally charts To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a
 History - Houses, Homes and Castles - to be continued Identify household artefacts from the past Learn about the features of a castle Name and describe castles in our local area Understand why castles were built and the best locations for them Defending and attacking castles - weapons Geography - Holidays Recall the names of the seven continents, five oceans and UK countries and capitals (prior learning) Locate holiday destinations on a world map Identify and name some famous landmarks. 	 DT - Constructions Homes and Castles Design purposeful, functional and appealing products based on design criteria - a castle with some key features. Generate and communicate ideas through talking and drawing Make a product (a simple castle) first by selecting from a range of appropriate materials. Perform practical tasks: cutting, shaping, joining, finishing and find ways of making hinges and mechanisms for lowering/lifting doors and a drawbridge. Evaluate own ideas against design criteria. Technical Knowledge 	computer Music - Tańczymy labada This unit is based around a welcoming Polish circle game with increasingly tricky actions, which will help to develop the children's sense of beat and encourage cooperative play. As well as learning to sing confidently in another language, children will learn to play singing games, play an accompaniment, and invent a 4-beat body percussion pattern. Additionally, they will learn about traditional dances of Poland and plan and rehearse a performance for younger children

 Identify modes of transport used to travel to different places in the world. Know simple compass directions and use these to describe location and direction. 	 Explore and use mechanisms appropriate to the design. 	<u>PE - Swimming</u>	
 RE - How Should We Care For Others And The World and Why Does It Matter? Children show how they care for others and how they can help to care for the world They discuss why this is important They will be able to give examples of how different religions can do the same thing 	 RHE / PSHE First Aid - more steps. Stay safe in the water. Exercise keeps us well. How to stay safe in new situations 		
Teacher's Notes Homework - Reading, maths activities and topic related activities.			