



Our Bodies, Ourselves



LK52

Term



History

The Anglo-Saxons & their Legacy today

Finding out about key events in Anglo Saxon history in the UK; learning about Anglo-Saxon laws and justice; investigating their legacy today.



Science

Human Biology

Identifying that humans need the right types and amounts of nutrition; knowing that they cannot make their own food and get nutrition from what they eat; knowing about the human skeleton & muscles and how they support, protect and aid movement. Potential visits/visitors: the Med Centre and dentists; the Gym and PTs; Cats and Rats, Chefs.



PHSE

Being Me in My World

Building a positive and nurturing school ethos; rights and responsibilities; Learning Charter.

Celebrating Difference

Diversity; accepting everyone's right to 'difference'; and bullying.



DT

The Great Bread Bake Off!

Finding out about the history of bread and important people in its development; designing a new type of bread; selecting ingredients and equipment to make bread.



Art

Bodies

Using different materials such as felt-tip pens and charcoal to draw the human form; using sketchbooks effectively; making 3D models; learning about artists such as Giacometti, Henry Moore & Julian Opie



RE

1B

Religion and the Individual

What is expected of a person in following a religion or belief in Christianity, Sikhism and Judaism.



Maths

The Maths curriculum follows a cyclical cycle throughout the year. We follow the Abacus long term plan to ensure coverage throughout the year.



English

This term we will cover: fables; stories with familiar settings; instructions and explanations; information texts; creating images; and syllabic poems.



Geography

Here I am!

Finding out about the geography – physical and human – of the UK; learning about the prime and Greenwich meridians; investigating a region of the UK, such as London, over time.



Computing

Authoring

Using a variety of different software to create digital content; understanding some of the differences between them; selecting and using software to create non-linear content for specific audiences and objectives.