

## **SCIENCE**

### **Everyday materials and their uses**

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

Name a variety of materials, wood, plastic, glass, metal, water and rock.

Describe the simple physical properties of a variety of everyday materials.

Compare and group a variety of everyday materials on the basis of their simple physical properties.

Identify and compare the suitability of a variety of materials, e.g. wood, rock, plastic, glass, paper, for set uses.

How can the shapes of solid objects of a variety of materials be changed by squashing, bending, stretching etc.

### **Living things and their habitats**

Explore and compare the differences between things that are living, dead, and things that have never been alive.

Identify that most living things live in habitats to which they are suited and describe how habitats provide for the basic needs of animals and plants and how they depend on each other.

Identify and name a variety of plants and animals in their habitats, including micro-habitats.

Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

## **MUSIC**

Use voices creatively and expressively.

Play tuned and untuned instruments.

Listen with understanding to a range of music.

Experiment with sound.

## **Computing**

SWGfL E-safety

ELIM all 5 areas

Espresso

Newspaper announcement

Report

Building designs

## **Maths**

Number and calculation.

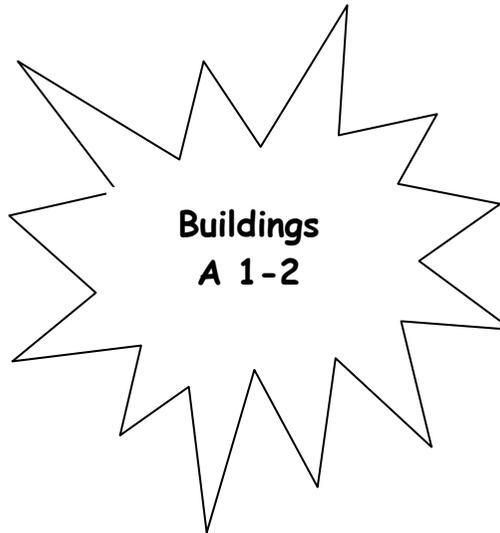
Measurement

Shape

Statistics

Use NCETM website to track objectives to ensure coverage over time.

## **PE**



## **English**

Suggested "Power of Reading" texts

Record non-fiction text type and narrative text type covered to ensure coverage over time.

## **GEOGRAPHY**

Use basic geographical vocabulary to refer to: Physical features; river, soil, vegetation.

Human features; city, town, village, factory, house and shop.

Use simple fieldwork and observational skills to study the geography of the school and grounds and the key human and physical features of the surrounding environment

## **HISTORY**

Significant events, people and places in their own locality.

## **Art**

Developing and using creative and technical language.

Painting and creating colour

Drawing.

Modelling and sculpture

## **RE**

Work from "Awareness, Value and Mystery"

Unit 6 "How should we live our lives?"

## **DT**

Design make and evaluate through;

Building structures and exploring how they can be made stronger and more stable.

Exploring and using mechanisms e.g levers, sliders, wheels and axels