

Into the woods

Autumn Term 1

Class 3



English

Weekly comprehension activities to develop comprehension skills. Differentiated weekly guided reading groups to teach reading focuses. Weekly spelling, grammar and punctuation focuses.

Reading and developing writing skills in the following genres:

Fiction: - Narrative:

Familiar settings – The Hodgeheg
Traditional tales

Poetry: -

Songs and repetitive poems

Non-Fiction

Captions and sentences about plant growth
Invitations for picnic
Non Chronological woodland animal writing
Instructions for making; bird cake

Science – Plants - growth and help

Children will be taught to:

- * observe and describe how seeds and bulbs grow into mature plants.
- * find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
- * perform simple tests.
- * use their observations and ideas to suggest answers to questions.
- * gather and record data to help in answering questions.

Maths

Number and Place Value,

Addition and Subtraction,

Multiplication and Division,

Fractions,

Measures

Geometry: properties of shape,

Geometry: position, direction and motion.

Statistics

Mental maths

Times tables 2,5,10,

Geography

Map making —keys (our school woodland)
Our route around school woodland, routes of storybook characters.
Plans of school grounds.
Mark on the woodland and trees around our school. Find somewhere wet, muddy, stony etc

DT

Explore materials, make templates and mock ups e.g. moving picture.

Generate own ideas for design by drawing on own experiences or from reading

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing.

Use and make own templates

Talk about their design ideas and what they are making.

Suggest how their products could be improved.

ICT - Presentation: Pupils learn to make simple presentations Creating posters and leaflets, presenting our research.

Computer science - understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instruction

Digital literacy - use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content

Music - Listening and experimenting with sound.

Learn some 'campfire' songs.

Sounds around us. Woodland animal sounds. Make music using natural

Y2 – Melodica

Art

Use a range of materials creatively to design and make products

Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

PSHCE/SMSC

Care for our environment.

Ways to improve our woodland—create homes for creatures.

Litter pick including own safety

Dangers—plants (DANSI)

Forest School: Den building and insect hotel/ minibeast mansions

PE

Games - Practise different skills associated with simple games (e.g. co-ordinating throwing and catching)

Work co-operatively in teams