

Computers – Skills	Music – Exploring Pulse & Rhythm	History – War & Remembrance	Literacy - Ourselves
Use technology purposefully to manipulate and retrieve digital content ~ Use technology safely and respectfully	use their voices expressively and creatively by singing songs and speaking chants and rhymes ~ play tuned and untuned instruments musically ~ listen with concentration and understanding to a range of high-quality live and recorded music ~ experiment with, create, select and combine sounds using the inter-related dimensions of music.	To develop an awareness of the past and identify similarities, including differences between ways of life in different periods and an understanding of significant individuals in the past ~ To find out about events beyond living memory that are significant globally and nationally.	Repetitive language ~ making predictions ~ speech ~ plots and events ~ story maps ~ Inference ~ deduction ~ plan and write a newspaper report ~ Body parts and new vocabulary ~ labels and annotations ~ characteristics ~ non-fiction ~ Descriptive writing ~ senses ~ settings ~ Poems ~ acrostics ~ descriptive poem writing
PSHE – Health & Wellbeing	<h1>Ourselves</h1> <h2>Squirrel Class ~ Autumn 2 2020</h2>		RE – Judaism: Belonging
Who helps us to keep safe? ~ people have different roles in the community to help them (and others) keep safe ~ who can help them in different places and situations; how to attract someone's attention or ask for help; what to say ~ how to respond safely to adults they don't know ~ how to get help if there is an accident and someone is hurt, including how to dial 999 in an emergency and what to say ~ what to do if they feel unsafe or worried for themselves or others; and the importance of keeping on asking for support until they are heard	DT – Fabric Faces	French - Bonjour	Science – Climate Change
Explore and evaluate a range of existing products in the context of exploring fabrics and fabric dolls/characters ~ Select from and use a range of textiles and tools according to their characteristics ~ Design purposeful, functional, appealing products for themselves and other users based on design criteria in the context of using a design criteria to design a fabric face ~ Generate, develop, model and communicate their ideas through talking, drawing and templates in the context of generating and communicating ideas for a fabric face	Classroom objects and colours	To observe closely, using simple equipment by measuring the time taken for ice to melt in a comparative test ~ To perform simple tests, by comparing the rate of ice melting in a comparative test ~ To identify and classify by sorting ~ To use their observations and ideas to suggest answers to questions by suggesting ways that waste can be reduced, reused and recycled ~ using their observations and ideas to answer questions by thinking of ways to persuade people to use less energy ~ Gathering and recording data to help in answering questions by taking surveys ~ To ask simple questions and recognise that they can be answered in different ways by researching the rainforest ~ Performing simple tests	Maths – Addition & Subtraction
	PE		
	Gymnastics and Games perform dances ~ play competitive games- applying basic principles suitable for attacking and defending ~ develop flexibility, strength, technique, control and balance ~ compare their performances with previous ones		Number bonds ~ comparing number bonds ~ fact families ~ finding and making numbers bonds ~ related facts ~ making the same amount (money) ~ Adding more ~ add by counting on ~ how many left ~ adding 2digit to 1digit ~ adding two 2digit ~ add 3 1digit ~ find the total (money) ~ Counting back ~ subtraction ~ finding the difference (money) ~ compare statements ~ compare number sentence ~ subtract 1digit from 2digit ~ find change (money) ~ numbers ~ tens and ones ~ representing numbers ~ one more one less ~ comparing objects ~ compare numbers ~ order numbers ~ count in 2s 3s 5s and 10s ~ counting money (pence) ~ counting coins (pounds) ~ make and recognise equal groups ~ add equal groups ~ make arrays ~ multiplication symbol ~ make doubles

