

Class Three - Autumn 1 (Cycle A)

History

The Great Fire of London

- Discuss key events of The Great Fire.
- Compare London past and present.
- Explain how we know about the Fire.
- Find out about Samuel Pepys as a significant individual.

Computing

Computer Art (Bonfire Night)

- Access appropriate programs.
- Recreate a piece of art using a program
- Use a formatting tool to adjust size and shape.
- Select appropriate tools.

English

- Develop empathy with a character and make personal connections
- Develop creative responses to a text through drama, music, dance and art
- Explore and develop ideas through discussion
- Write in role to explore characters and events
- Make inferences and predictions.
- Explore a range of adjectives to expand noun phrases.
- Write for different purposes (**Character Description, Writing in Role, Diary Entry**) **Recount Safari Trip**

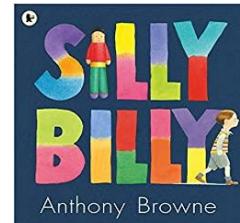
Art and Design Technology

Portraits Modigliani

- Create a portrait that includes key features
- Find out about a range of artists including Modigliani
- Work in the style of Modigliani
- Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk
- Control the types of marks made with the range of media

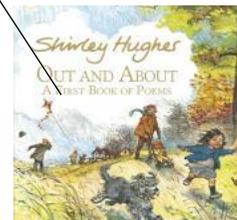
Silly Billy

Anthony Browne



Out and About (Fire)

Shirley Hughes



Science

Animals Including Humans

- Identify, name and label basic parts of the human body.
- Describe and compare common animals.
- Understand basic needs of animals and offspring.
- Discuss how animals grow and change

Phonics/Spelling

- Recap Phase 3 and 5 graphemes and phonemes
- Phase 6 Spelling Rules
- Y1/Y2 Common Exception Words

Music Hands Feet Heart

To know that music has a steady pulse, like a heartbeat.

To know that we can create rhythms from words

Rhythms are different from the steady pulse.

RE

The Bible

- Understand why the Bible is special.
- Explore a variety of Bibles.
- Compare old and new testaments.
- Read and tell a range of Bible stories.

PE

Dance (Indoor)

- Make shapes as you travel, jump and spin
- Perform a simple action with a partner and group
- Copy and repeat actions
- Change speed of movement

Throwing and Catching (Outdoor)

- Travel in different ways and directions
- Travel with a ball
- Pass a ball to another player

Trips: Knowsley Safari Park, School Woodlands Visit (Fire Pit Experience)

Partnerships: Local Fire Service Visit (Fire Safety), Asda (Food Tasting)