Science

As we create our new learning space we will be looking at the effects **plants** have on our wellbeing and how we can use plants to help our community.

Our **animal** focus will be on the importance for humans of exercise, food and, in particular, hygiene.

We will be exploring the properties of different **materials** as we create things for our indoor and outdoor spaces.

As we change **seasons** we will look at weather patterns, daylight and temperatures.

Music

We will be looking at how music affects our wellbeing, exploring the different types of music that we like, and developing an appreciation of different types of music.

Computing

We will be learning how to use technology as a tool to find information, share information and as a creativity tool to explain our thinking and understanding.

Maths

We will be developing our number sense as we explore how the number system works.

We will be identifying how we use maths in everyday life (calendars, temperature, time etc)

Communities adapt to change

Geography

Connecting with science, we will be identifying seasonal and daily weather patterns

History

Covid-19 is history in the making. We will be looking at changes that affect us, from local and global perspectives.

PE

Creating our own team games and outdoor adventure challenges.

English

We will be developing our confidence as authors as we create a variety of genre books in Writers Workshop.

We will have focussed Word Inquiry sessions where we delve into the fascinating mechanics of language.

Art and Design

We will be developing our artistic skills through a range of materials (watercolour, oil pastel, clay, collage) and using other artists work as inspiration to create pieces that represent change.

RE

Exploring how communities care for each other and why it is important.

Design and Technology

As we think about what communities need to adapt to changes we will be using the Design Cycle - a process of designing, making, and evaluating, as we build our technical knowledge and understanding.