

English

Traditional Stories.

- Read and compare Little Red Riding Hood, Beauty and the Beast, Jack and the Beanstalk, The 3 Little Pigs and The 3 Billy Goats Gruff.
- Discuss characters and events and find evidence in text.
- Become increasingly familiar with retelling a wider range of fairy tales and traditional tales.
- Read alternative versions. Compare themes, settings and characters.
- Locate key descriptive words and phrases.
- Identify main events that occur in different versions. Discuss Good versus Evil in traditional tales.
- Write our own versions in the traditional style. Include elements learnt.

Seasonal poetry.

- Hear, read and respond to nonsense poems and poems with patterns.
- Focus on adventurous language, unusual elements and alliteration.
- Focus on different patterns with words and presentation.



Science

Exploring Everyday Materials

- Recognise the different characteristics of a range of materials.
- Group materials based on different characteristics.
- Understand the terms alive, dead and never been alive.
- Understand the properties of materials which are natural and man-made.
- Explore objects using appropriate senses.
- Develop investigative skills.
- Understand that some materials can change shape.
- Investigate twisting, bending, stretching, and squashing.
- Understand the possible uses of



Design Technology

Puppets

- To investigate how different types of puppets are made.
- To value the importance of the design process before making a product.
- To make a range of simple puppets, discussing success criteria and appropriate techniques.

Local Life. Autumn Term 2nd Half



History.

Local Life

- Recognise that towns like Baldock have memorials for important local and national events.
- Discuss Remembrance Day and the significance of poppies with special emphasis on World War 1
 - Learn how Baldock has changed over time.
- Recognise that street names can have historical importance.
- Understand that towns may grow, shrink and adapt to change over time.
- Recognise historical features shown in the architecture.

Computing

We are Games Testers

- What makes a good game?
- Research a sample of easy games.
- Understand that computers can be used to create games.
- Suggest a range of improvements which could be made to a game.
- Reflect on their work.

P. S. H.C.E

- To recognise the importance of dental care to our health and understand that being clean is important to our health.
- How to take care with medicines.
- Understand how diseases are spread and can be controlled.
- Know that they have a responsibility for their own health and that of others.

R.E

How do festivals bring people together?

- Discuss the word 'festival.'
- What is a festival?
- What is Ramadan?
- Celebrating Eid al-Fitr.
- What is Advent?
- Why does Christmas matter to Christians?

P.E

- Games
- Gymnastics—
Pathways Straight,
Zig-Zag, Curving

Maths

- Know which 3 multiples of 10 make 100.
- Add and subtract 2 digit numbers.
- Finding a whole or a part unknown in subtraction and addition equations.
- Money—make comparisons and find change.
- Comparison (difference, more, less, fewer).
- Estimation and measure using a variety of scales inc standard measure.



Music

Ho Ho Ho

- Ho Ho Ho Christmas songs
- Musical Activities - building on their knowledge and understanding
- Learn to Sing the Songs, vocal warm-ups and singing
- Play Instruments with the songs
- Perform the Songs to each other

