



Phonics focus - Rhyming Couplets using The Smartest Giant in Town						
Subject	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Read aloud text:	Squash and a Squeeze	Room on the broom	The jolly postman	A Ahlberg	Grandads secret	Giant David Litchfield
Guided Reading	<p>Learning Poetry by heart</p> <p>Phonics: Teaching phonics assessed to RWI programme. Phonics groups set to assessments made at the end of Spring 2 term. RWI books to be sent home. Decodable phonics books to be used in guided reading sessions</p>					
Writing	<p>To act out the story of <i>The Smartest Giant in Town</i> and create a story map</p> <p>To identify the problem and solution for each character in the story using rhyming couplets</p>	<p>To write the beginning and the middle of the story <i>The Smartest Giant in Town,</i></p>	<p>To write the ending of the story <i>The Smartest Giant in Town.</i></p> <p>To write a thankyou letter from the animals to the giant</p>	<p>To create an innovated story of <i>The Smartest Giant in Town: The Hungriest Giant in Town</i></p> <p>To write the beginning</p>	<p>To write the middle and ending.</p>	<p>To write a thank you letter to the giant in the new story.</p> <p>To edit</p>



Maths	<p><u>Numbers 50 to 100 and beyond</u></p> <p>Identify and represent 2-digit numbers from 50 to 100. Write one more/ten more than a given 2-digit number. Comparing numbers within 100.</p>	<p><u>Numbers 50 to 100 and beyond</u></p> <p>Identify and represent 2-digit numbers from 50 to 100. Write one more/ten more than a given 2-digit number. Comparing numbers within 100.</p>	<p><u>Adding and subtracting within 100</u></p> <p>Represent and use number bonds; read, write, interpret and solve one-step problems.</p>	<p><u>Adding and subtracting within 100</u></p> <p>Represent and use number bonds; read, write, interpret and solve one-step problems.</p>	<p><u>Money</u></p> <p>Recognise and value coins and notes; solve one-step addition/subtraction problems.</p>	<p><u>Money</u></p> <p>Recognise and value coins and notes; solve one-step addition/subtraction problems.</p>
Science	<p><u>Plants</u></p> <p>To understand that seeds grow into plants.</p>	<p><u>Plants</u></p> <p>To identify the basic parts of a plant and tree.</p>	<p><u>Plants</u></p> <p>To understand that different plants can grow in the same environment.</p>	<p><u>Plants</u></p> <p>To know the difference between deciduous and evergreen trees.</p>	<p><u>Plants</u></p> <p>To know that fruit trees and vegetables are varieties of plants.</p>	<p><u>Plants</u></p> <p>To record the growth of a plant.</p> <p>Assessment</p>
History	<p><u>Local history unit</u></p> <p>Local history walk looking at local heritage sites.</p>	<p><u>Local history unit</u></p> <p>Compare and contrast maps of local area to an aerial photograph.</p>	<p><u>Local history unit</u></p> <p>Create models local heritage site. Art Link</p>		<p><u>Local history unit</u></p> <p>Create a map of the local area of Rotherhithe.</p>	<p><u>Local history unit</u></p> <p>Consolidation of unit.</p>



ICT	<p>Creating Media</p> <p>Digital writing Use technology purposefully to create,organize, store, manipulate, and retrieve digital content</p>					
	<p>Creating Media</p> <p>Lesson 1: Exploring the keyboard.</p>	<p>Creating Media</p> <p>Lesson 2: Adding and removing text.</p>	<p>Creating Media</p> <p>Lesson 3: To explore the toolbar.</p>	<p>Creating Media</p> <p>Lesson 4: To make changes to text.</p>	<p>Creating Media</p> <p>Lesson 5: To explain my choices.</p>	<p>Creating Media</p> <p>Lesson 6: To make comparisons between keyboard and pencil.</p>
RE	<p>Lesson 1: How do we know that babies are special?</p> <p>To think about why new babies are special by exploring beliefs about God as a creator.</p>	<p>Lesson 2: What do some Muslim people do to show a new baby is special?</p> <p>To explain why some Muslim people welcome a new baby with the Adhan.</p>	<p>Lesson 3: What is Aqiqah and why is it important to some Muslims?</p> <p>To explain how some Muslim people welcome a new baby by investigating Aqiqah.</p>	<p>Lesson 4: What is Jatakarma and why is it important to some Hindu people?</p> <p>To describe how some Hindu people welcome a new baby by exploring Jatakarma.</p>	<p>Lesson 5: What promises might people make for a new baby?</p> <p>To explore how promises are made during Christian baptism ceremonies.</p>	<p>Lesson 6: How are some babies named?</p> <p>To identify why names are sometimes an important part of baby welcoming ceremonies.</p>
Music	<p>Exploring Pulse and Rhythm</p> <p>Unit Aim: To develop children's ability to recognise and play rhythms from known songs with a sense of pulse.</p>					
	<p>To follow the rhythm of recorded music accurately using</p>	<p>To copy rhythms accurately</p>	<p>To play rhythm of known song</p>	<p>To play and sing a known song in two parts with a sense of</p>	<p>To recognise the difference between pulse and rhythm in</p>	



	finger walking and then dancing		accurately	pulse	recorded music	
Art/Design and Technology		Craft and Design – Woven Wonders To know that art can be made in different ways	Craft and Design – Woven Wonders To choose, measure, arrange and fix materials	Craft and Design – Woven Wonders To explore plaiting, threading and knotting techniques.	Craft and Design – Woven Wonders To learn how to weave	Craft and Design – Woven Wonders To combine techniques in a woven artwork
PSHE Economic Wellbeing	Lesson 1: What is money? To discover what money is and how it helps us.	Lesson 2: Keeping money safe To consider ways to keep coins safe.	Lesson 3: What is a bank? To recognise the purpose of banks and building societies.	Lesson 4: Saving and spending To begin to understand the differences between spending and saving money.	Groundwork Emotional Explorers	Groundwork Emotional Explorers
PE	Teacher: NET GAMES-USING A RACKET:					
	To move safely in a confined space avoiding others. To practise controlling an object with a racket.	To move safely in a confined space avoiding others. To practise controlling and hitting an object repeatedly with a racket.	To move whilst carrying and sending objects. To practise controlling and hitting a ball to a partner.	To move whilst carrying and sending objects. To practise controlling and hitting a ball against a wall and to a partner.	To control a ball while moving. To practise controlling and hitting a ball against a wall and to a partner. To practise	

