

## ENGLISH

- As a class read and discuss the story 'Messy Magpie'
- Describe settings from the story using adjectives.
- Add interest to writing by considering what characters could be thinking, feeling or saying.
- Continue to demarcate sentences with accurate punctuation - full stops, question marks and exclamation marks.
- Write a letter as the magpie.
- Write part of the magpie's diary.
- Discuss vocabulary from the story making links about their meanings and 'uplevelling' in writing.
- Make posters to persuade people to "reduce, re-use, recycle".

## MATHS

- Measure, compare, order and solve practical problems for mass (g/kg), temperature (degrees Celsius) and capacity (litres/ml).
- Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.
- Ask and answer questions about totalling and comparing the data.
- Describe position and movement using vocabulary such as whole, half, quarter and three quarter turns, right angles, clockwise and anti-clockwise.
- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.
- Continue to practise written methods for all four operations and finding fractions of an amount.

## TOPIC

- Explore the term 'waste' and sort different types of waste.
- Find out what happens to waste after it is thrown away.
- Explore ways to reduce, re-use or recycle waste.

## PSHE

- Identify how we can contribute to the life of the classroom and school.
- Construct and explore the importance of rules.
- Explore and understand that everyone has rights and responsibilities.
- Identify what improves and harms our environments.
- Recognise what is fair/unfair, right/wrong, kind/unkind.

## DAHL CLASS

### "Seeds of Change"



Finale: R.R.R. Action Plan  
(Wild Week)

## SCIENCE

- Plant seeds and look after them so that they grow well.
- Make observations of their growth.
- Identify and name some garden plants.
- Compare the differences between things that are living, dead and have never been alive.
- Investigate which items will rot over time and which will not.
- Begin to learn about habitats and identify animals in their habitats.

## MUSIC

- Play musically using boom whackers
- Explore the relationship between the length of the boom whacker and its pitch.
- Experiment with sounds.
- Recognise crotchet and rhythmic symbols
- Take part in singing/playing music as part of an ensemble - learning the song "I Recycle".

## PE

- Use hitting skills, using tennis and badminton rackets, within a mini game.
- Show an understanding of basic tactics 1 v 1 and 2 v 2.
- Show a change of pace whilst running.
- Be able to run at a steady pace for a longer distance.
- Use a range of throwing techniques.
- Jump in a number of different ways.
- Improve their personal bests (PB's) in Athletic Activities.

## COMPUTING

- Make a bean diary - draw a bean in all its stages using Microsoft Paint.
- Purple mash 2do's - create a seed packet with instructions
- Draw and labels different plants/flowers

## ART/DT

- Design something new out of 'rubbish' with a new purpose - E.g. desk organiser out of old boxes and tubes.
- Use existing designs to suggest improvements.
- Measure and weigh ingredients and follow instructions to make a banana loaf.