

Art and Design

To explore drawing techniques using a range of materials. To explore and describe texture through touch and rubbings. To develop tonal shading skills using control and pressure. To develop an initial sketch for an observational drawing. To use tone and texture to create an observational drawing. To explore different ways of adding mood to a photograph.

Design Technology - Mechanisms: Fairground wheel

To explore wheel mechanisms and design a fairground wheel. To select materials with appropriate properties. To build and test a moving wheel. To conduct a simple survey to gather opinions. To finish and evaluate a structure with a rotating wheel.

Physical Education - Striking and catching

Can you throw and catch a ball over various distances? Can you aim a ball accurately and hit a target? Can you bowl a ball at a target? Can you hit a ball with a bat? Can you use the skills you have learned to play a game? Can you use the skills you have learned to play a game?

Practice reading and spelling these words.

a	is	said	be	no	put
ask	his	says	he	go	push
	has	the	me	so	pull
are		they	she		full
our		there	we	of	one
	was	here		love	once
do	were	I	by	come	school
to	where	you	my	some	friend
today	want	your			house

Religious Education

What does Gospel mean? Why was Jesus good news for Matthew? What did Jesus teach about forgiveness? How do Christians bring good news today? Is Jesus' good news only good news for Christians?

Maths

Place value (within 100)

To count from 50 to 100 & in 10s to 100. To partition into 10s & 1s. To use the number line to 100. To recognise 1 more, 1 less. To compare 2 numbers.

Money

To recognise & know the value of different denominations of coins and notes.

Time

To know the days of the week and months of the year. To tell the time to the hour and half hour. To know hour, minutes & seconds.

Computing - Programming - Bee-Bots

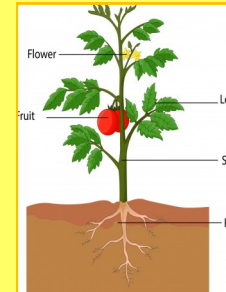
To create clear instructions to give directions. To explore commands through Bee-Bots. To program a robot using instructions. To create instructions to solve problems. To identify and correct errors in instructions.



PSHE

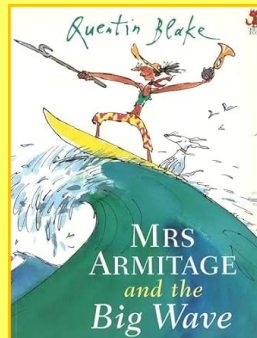
To discover that it is good to make mistakes. To take notice of feelings and emotions when listening to music. To connect with others by showing empathy. To give through sharing. To learn that it is important to be active. To learn that you can be active when gardening.

Harlyn Summer Term 2



Science

What wild and garden plants can we find around our school? What parts of a plant grow above the ground? What part of a plant grows under the ground? Why are trees plants? What are the similarities and differences between plants that have flowers?



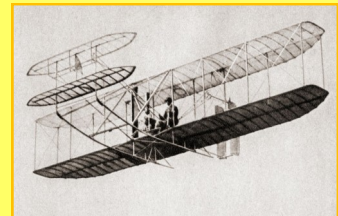
English

Text: Mrs Armitage and the Big Wave by Quentin Blake
To combine words to make sentences. To leave spaces between words. To capital letters & full stops. To spell words containing phonemes already taught. To join words & clauses using 'and'. To add suffixes where no change is needed to the root of the word. To write a funny story that has a cumulative structure.



Times Tables		
2 two	5 five	10 ten
1 x 2 = 2	1 x 5 = 5	1 x 10 = 10
2 x 2 = 4	2 x 5 = 10	2 x 10 = 20
3 x 2 = 6	3 x 5 = 15	3 x 10 = 30
4 x 2 = 8	4 x 5 = 20	4 x 10 = 40
5 x 2 = 10	5 x 5 = 25	5 x 10 = 50
6 x 2 = 12	6 x 5 = 30	6 x 10 = 60
7 x 2 = 14	7 x 5 = 35	7 x 10 = 70
8 x 2 = 16	8 x 5 = 40	8 x 10 = 80
9 x 2 = 18	9 x 5 = 45	9 x 10 = 90
10 x 2 = 20	10 x 5 = 50	10 x 10 = 100
11 x 2 = 22	11 x 5 = 55	11 x 10 = 110
12 x 2 = 24	12 x 5 = 60	12 x 10 = 120

Please practice counting in 2s, 5s and 10s.



History

Why was the first powered flight significant? Why was Bessie Coleman a brave and significant pilot? How did Amelia Earhart show courage in flight? Why was Neil Armstrong's journey to the moon significant?