	Week 1	Week 2	Week 3	Week 4	Week 5
	 **Food** 				
Literacy *Instructions*	Instructions				
Maths	Multiplication and Division			Fractions	
History *Food*		What is a fridge and what did people do before?			
Science *Living things and habitats.*	What is Alive? Explore and compare things that are living, dead, and never alive and begin to group items based on simple characteristics.	Habitat Hunt. Identify and name a variety of plants and animals in their habitats, describing how local habitats and describe how they meet basic needs.	Match the Habitat. Understand that animals live in habitats suited to their needs and begin to explain why.	Who Eats What? Describe how animals obtain their food and identify simple food chains using key vocabulary	Microhabitat Detectives. Identify small-scale habitats and the animals found there, observing them closely using simple equipment.
Geography *Weather across the globe.*	Hot and Cold Places Around the World		Where Does Our Food Come From?	Using Maps and Globes to find out Why Food Grows Differently.	Assessment.
RE *Judaism:* *Why do Jewish families say so many prayers and blessings?*	The Creation Story and the Idea of Rest.	What is Shabbat? A Special Day of Rest.	Jewish Prayer Clothing.	Exploring a Synagogue and Celebrating Together.	The Havdalah Ceremony – Ending Shabbat.

PSHE *Managing Safety and Risk*	To identify a range a familiar situations which might entail risk and identify associated emotions.	Understand the range of people who can help in an emergency and how to call them. Know basic personal information and know when they might need to give it.	Develop knowledge and skills to stay safer when they are lost.	Recognise the dangers that traffic poses.	Describe the benefits of being outside and to know how to keep safer in the sun.
Computing *Programming – Moving a Robot*	Predict and explain what a given command will do on a device.	Follow instructions and act out a given word.	Program a device combining 'forwards' and 'backwards' commands to make a sequence.	Combine four direction commands to make sequences.	Plan a simple program for a device, explaining what it should do.
PE *Games*	Practice and refine the skills of running successfully.	Further improve the mechanics of running and introduce the side stepping action.	Practice and improve throwing and catching skills.	Practice and improve throwing and catching skills. Throw and catch on the move.	Develop the ability to change directions whilst running.
Forest School					
DT *Exploring food.*		Using instructions and tools to make a fruit kebab.		Using instructions to make gingerbread people	Decorating and evaluating our finished product.
Art *Karen Lederer – printing with fruit.*	Exploring the word of Karen Lederer – what is printing?		Explore lino printing.	Create our own fruit bowl in the style of Karen Lederer.	
Music *Timbre and dynamics. Musical me Kap 2*		To understand and practice reading different symbols to show pitch.		To sing and draw pitch patterns.	
Extended Writing opportunities			Write invitations to our Class Bake Sale.	Design a poster for our Class Bake Sale.	Design our packaging labels and write the ingredients list.