

## English (The Write Stuff)

### **Silly Billy and Operation Night Monster**

Character description.

Setting description.

Writing the events of a story

Instruction writing

### **Reading comprehension**

NC - continue to apply phonic knowledge and skills as the route to decode words.

NC - develop pleasure in reading and a motivation to read.

NC - predict what might happen on the basis of what has been read so far

### **SPAG**

NC - punctuate sentences with capital letters/ full stops.

Create our own questions and command sentences.

Add the suffix -er to create a noun.

Use expanding noun phrases when describing.

## Geography

Explore where the Vikings originated from and where they travelled to.

NC - use simple compass directions (north, south, east and west) and locational and directional language [for example, near and far, left and right], to describe the location of features and routes on a map

NC - use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features.

## PSHE/Jigsaw

Discuss equality and fairness towards others.

Discuss injustice and prejudice.

Share worries and concerns and considered how to deal with them.

## ICT

NC - Create an algorithm, giving directions.

Research famous individuals and how they have contributed to society.

## Mathematics (White Rose)

### **Place Value**

NC - count to 100, forwards and backwards, beginning with 0 or 1, or from any given number

NC - count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s

NC - read and write numbers from 1 to 20 in numerals and words

NC - Identify how many tens and ones in any given number.

### **Addition and subtraction**

NC - read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

NC - represent and use number bonds and related subtraction facts within 20

NC - add and subtract one-digit and two-digit numbers to 20, including 0

NC - solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations.



## Science

NC - Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.

NC - Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

NC- Conduct an experiment to test whether objects float or sink and record results in table.

Look at the process of recycling.

## History

### **The History of transport**

NC - events beyond living memory that are significant nationally or globally (for example, the invention of the steam-train engine, the history of the Viking Longboat and the changes between an early car and a modern-day car.)

### **Significant individuals**

NC - the lives of significant individuals in the past who have contributed to national and international achievements (for example, Rosa Parks, George Stephenson, Garrett Morgan, The Wright Brothers).

## Art and Music

Use a variety of resources to create a monster.

Listen to a variety of music.

Create our own beats and sounds.

Make a rhythm.