

### As linguists we will:

- ❖ Have daily phonics and spelling lessons revising and learning our phonemes and spelling rules.
- ❖ Study descriptive poetry and create our own descriptive dragon poem.
- ❖ Understand the language and structure of adventure stories, focusing on Traction Man.
- ❖ Write our own adventure stories.
- ❖ Example Texts: *Tell Me a Dragon & Traction Man is here.*
- ❖ Cross-curricular writing: information leaflet linked to local area

### As scientists we will:

Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.

Identify and describe the basic structure of a variety of common flowering plants, including trees.

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

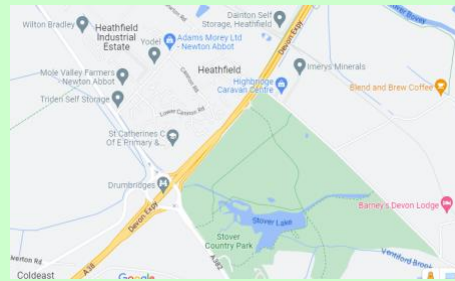
### As computer technicians we will:

- ❖ Develop an awareness of online safety.
- ❖ Use Purple Mash to create animated stories and to continue to code and debug.

### As athletes we will:

- ❖ Take part in two outdoor sessions of Physical Education per week.
- ❖ Explore striking and fielding skills involving catching, throwing and kicking.

## The Big Question: What would Traction Man find interesting about our local area?



### As citizens we will:

Discuss how to build positive, healthy relationships.

### As geographers we will:

- Use simple compass directions
- Use aerial photos, construct simple maps
- Undertake simple fieldwork within school locality
- Use basic geographical vocabulary to refer to physical and human features

### As design technologists we will:

Explore and evaluate sliders and leavers.

Design, make and evaluate a moving scene from your own Traction Man story, with sliders and leavers.

### As mathematicians we will:

- ❖ Y1 & 2 Fractions: Begin to recognize fractions as equal parts. Recognise fractions of shapes and quantities. Y2: halves, quarters, thirds, two thirds, three quarters. Begin to find equivalence.
- ❖ Y2 statistics: Interpret and construct pictograms, tally charts & block graphs.
- ❖ Y1 Place Value within 50: Count forwards and backwards to 50, understand the value of each digit, represent numbers to 50 in different ways. Count on in 10s, 2s and 5s.