



RE		
Spring Books	 Children will know: that the Bible is a special book the names of some of the special books used in church and the people who use them; the story of the Baptism of Jesus. 	 Children will be able to: talk about their experience and feelings of books that are at home and school; use religious words and phrases to describe the actions and symbols related to proclaiming the Gospel; describe how the Gospels are used by the parish family; name some of the stories in the Bible;
Spring Thanksgiving	 Children will know: the story of the Last Supper; signs and symbols, different words and phrases used in the Eucharist (at Mass) to give thanks; that Catholics go to Mass to remember what Jesus did at the Last Supper and give thanks to God; 	 retell the story of the Baptism of Jesus. Children will be able to: ask and respond to questions about how they and others feel when receiving and giving thanks; use words and phrases to describe some religious signs and symbols used in the Eucharist; use words and phrases to describe the steps involved in the Eucharist (Mass) showing how Catholics give thanks to God; retell the story of the Last Supper.
Spring Opportunities	 Children will know: some religious stories connected with Lent, Holy Week and Easter; some religious signs and symbols associated with Lent, Holy Week and Easter; that some Christians use the time of Lent as an opportunity to choose to do good; 	 Children will be able to: use religious words and phrases to describe the religious actions and symbols of Lent and Holy Week; describe some ways in which Christians use the time of Lent, to find ways of helping others;
	STEM ~ Science	
Spring 1 Living Things and their Habitats Spring 2 Plants	 Children will know: the difference between things that are living, dead and things that have never been alive; animals obtain their food from plants and another animals. Children will know: conditions required for healthy plant growth; key vocabulary. 	 Children will be able to: explain a simple food chain perform simple tests; identify, sort and classify living and non-living things; use observations to describe how animals obtain their food. Children will be able to: observe seeds and bulbs and investigate how they grow into plants; perform fair tests, with variables; observe closely, using simple equipment; compare the growth of plants under different conditions.
	History	
Spring 1	Children will know:how Bonfire Night is celebrated;	Children will be able to:





Bonfire Night and The Great Fire of London

- the main events of the Gunpowder Plot;
- why Guy Fawkes took the action he did:
- the importance of using a range of evidence when studying an event;
- recall the events of the Great Fire of London;
- some of the reasons why the fire spread so quickly;
- the positive and negative impacts of the Great Fire of London;
- why some events are more significant than others;

- use different sources to reach a conclusion about Guy Fawkes' actions during the Gunpowder Plot;
- present an argument for or against Bonfire Night still being celebrated;
- use eyewitness accounts to retell the events of the Great Fire of London;

Geography

Spring Journeys – Food

Children will know:

- what the local high street is;
- the food sold on the local high street;
- what fresh, frozen and fast food is;
- food comes from animals or plants;
- what farming is, and a farmer's role within it;
- what the job of a dairy farmer entails;
- how milk and other food products are produced;
- the type of land that a dairy farm needs to thrive;
- traditional foods in different parts of the UK;
- name countries in the UK;
- the geography of the UK;

Children will be able to:

- describe some of the steps in producing food;
- describe how foods have been changed;
- locate, on a map, areas where farming occurs:
- locate Wales and Scotland on a map;
- mix and combine foods to make it into different products;
- locate where different foods are produced in the UK;

Art and Design

Spring 1 Drawing: Telling a Story

Children will know:

- 'composition' means how things are arranged on a page;
- lines can be used to fill shapes, make outlines and to add detail or pattern;
- drawing techniques such as hatching, scribbling, stippling, and blending can make patterns;
- that these drawing techniques can create surface texture;

Children will be able to:

- draw different marks with charcoal;
- express the meaning of words using charcoal mark making techniques;
- experiment with making different marks to make texture;
- recognise and describe shapes in an object to start a drawing;
- show expression by drawing eyes, eyebrows and mouths in different ways;
- make quick sketches of people;

Spring 2 Sculpture and 3D: Clay Houses

Children will know:

- pieces of clay can be joined using the 'scratch and slip' technique;
- a clay surface can be decorate by pressing into it or by joining pieces
- patterns can be made using shapes;
- the work of artist Rachel Whiteread;
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Children will be able to:

- flatten clay to make a smooth surface;
- shape clay using their hands;
- make different marks in clay;
- shape clay to make a model;
- use the pinching technique;
- use their fingers and thumbs to make a clay surface even;
- join clay;





		 roll clay smoothly; create a pattern by pressing into and joining clay; evaluate a finished piece and say how it reflects their design; 	
PE			
Spring 1 Games Fundamental	Children will know: • the importance of teamwork to successfully play small games;	 Children will be able to: aim, throw, roll, send, receive, target, catch, kick, strike, dribble and stop; move forwards, backwards and sideways accurately and with control; successfully change directions when on the move; 	
Spring 2 Dance: Magical Friendship	 Children will know: they can use movement imaginatively to represent concepts; 	 Children will be able to: explore changes in size, speed, level and dynamics; use gestures and travelling to show meeting and greeting; respond to various stimuli that links to the dance idea of magical friendships; work individually and in groups to link together dance sections; 	
	PSHE		
Spring 1 Dreams and Goals	Children will know: • who they work well with;	 Children will be able to: choose a realistic goal and think about how it can be achieved; work collaboratively in a group, identifying ways to be successful; explain their achievements and how it made them feel; problem solve when working as a team. 	
Spring 2 Healthy Me	 Children will know: what our bodies need to keep healthy; how medicines work in our bodies and how it is important to use them safely; what foods give us energy; which foods we need every day. 	 Children will be able to: motivate themselves and others to make healthy lifestyle choices; understand ways they can care for their bodies; have a healthy relationship with food. 	
	STEM ~ Computin		
Spring 1 iSearch	 Children will know: information travels through a network; devices have an address; that a network is two or more devices connected; connections can be wired or wireless; the world wide web contains large amounts of information; that the internet can be used to 	 Children will be able to: use links to navigate a website; navigate around a website; use the internet to search for answers to a questions; use hyperlinks to find out information; collect information from a website and present their findings; use technology safely; navigate around a website; 	
Spring 2	answer questions.Children will know:what an animation is;	Children will be able to:	





iAnimate	 an animation consists of characters, a stage, props, sound, text and a story; the importance of a storyboard and script in the story planning process; you can use a computer to present your work; there are different tools you can use for different purposes; you can save different version of your work. STEM — Design and Tec	 navigate a document using arrow keys and a mouse; locate, edit and save different versions of their work; create a storyboard for a short stopframe animated sequence; create a simple animation; design and add a background layer to their animation.
Spring Making a moving animal (Mechanisms)	Children will know: • mechanisms are a collection of moving parts that work together as a machine to produce movement; • there is always an input and output in a mechanism; • an input is the energy that is used to start something working; • an output is the movement that happens as a result of the input; • a lever is something that turns on a pivot; • a linkage mechanism is made up of a series of levers.	Children will be able to: design a moving for a specific audience in accordance with a design criteria; make linkages using card for levers and split pins for pivots; experiment with linkages adjusting the widths, lengths and thicknesses of card used; cut and assemble components neatly; evaluate their own designs against design criteria; use peer feedback to modify a final design.
Spring 1 Exploring Pitch: Animals	 Children will know: different written symbols can show changes in pitch; what different beat groupings are in 'Carnival of the Animals'. 	Children will be able to: • make and describe changes in pitch; • follow and create graphic scores showing changes in pitch; • create represented animals using tuned percussions; • use simple dot notation.
Spring 2 Exploring Sounds: Living Things	 Children will know: what different classroom and orchestral instruments are by sight and sound; a range of musical vocabulary means (music dimensions); sounds and instruments match particular characters in a story. 	 Children will be able to: use voice and body percussion sounds and instruments expressively; listen carefully and use musical vocabulary to describe music; compose descriptive music; use stick notation to represent rhythms.