

English

Texts: My Seaside Senses (poem); The Lighthouse Keeper's Lunch (Fiction, story writing) Lighthouse' (non fiction information texts) The Bog Baby by Jeanne Willis (Setting descriptions) 'The Highway Rat' by Julia Donaldson (character descriptions, letter writing)

Class reader: Katie Morag by Mairi Hedderwick;

- Read, recite and explore a poem.
- Write own poems based on a known one.
- Retell a known story in the first person.
- Write a detailed setting description.
- Write a non-chronological report.
- Edit and improve own writing.

History

- Find out about the seaside holidays our parents and grandparents had in the past.
- Explore the story of Grace Darling and how this influenced lifeboat services.

PSHE

- Recognise different emotions and develop strategies to deal with them.
- To be aware of where money comes from and the purpose of it, why we manage money, spending and saving it. To know what jobs people do.

Computing

- Learn how to stay safe when using the internet.
- Creating and debugging simple programs.

R.E.

- Why did Jesus tell stories?
- Why do Christians believe God gave Jesus to the world?

P.E.

- Learn fundamental skills.
- Learn skills involved in invasion games.

Art and Design

- Explore the elements of line, texture, shape and form in producing observational drawings of sea shells, sea weed, pebbles etc. as well as St Mary's lighthouse..
- Use seaside items as a stimulus for printing, including using a printing press.
- Meet local artist Michelle Wood finding out what inspired her to become a printmaker.
- Use paint to explore tints and shade using the coast as an inspiration.



Visit to St Mary's Island Visit from local artist Michelle Wood (Sea tern Print)

Science

- Find out about different habitats and the living things found there.
- Learn about how a habitat provides for the basic needs of things living there.
- Find out how living things are suited to their habitat.
- Carry out simple investigations: planning, observing, recording and concluding.
- Finding out about the basic needs of animals including humans.
- Understanding life cycles of particular animals.
- Creating food chains.

Maths

- Place Value - representing numbers up to 100. Tens and ones with a part whole model. Comparing and ordering objects and numbers. Counting in 2s, 5s, 10s and 3s.
- Addition and subtraction - mental methods and use of a number line; Addition and subtraction bonds to 20. Bonds to 100. Addition and subtracting 10s. Adding and subtracting 2 digit numbers. Adding 3, 1 digit numbers.
- Money Counting coins and notes.

Geography

- Explore where in the world we live in terms of our own locality, city, county, country and continent.
- Use different sources of evidence to compare and contrast our own locality with an English coastal locality by looking at human and physical geographical features, facilities and the jobs people do.
- Describe these localities using geographical vocabulary.
- Use a plan view to identify physical and human features of Chapel House and the coast.
- Make a map of their ideal seaside town and include a key using agreed symbols.

DT

- Design and make a Punch and Judy style puppet for a sea side show.
- Use of templates, textiles and joining techniques.

Music

- Listen to music depicting the sea. Represent the music using a variety of art media.
- Make a soundscape to represent sounds heard at the seaside.
- Listening to and appraising South African music.
- Learning about pulse and rhythm using untuned instruments.
- Learning to sing and perform Christmas songs.