

NATIONAL CURRICULUM COVERAGE	SUMMARY OVERVIEW	KEY VOCABULARY
SCIENCE: Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers to living things. Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. GEOGRAPHY: Understand geographical similarities and differences through a study of the human and physical geography of a region of the UK and a region in a European country ART, DESIGN & TECHNOLOGY: To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space, learn about great artists, architects and designers in history COMPUTING: use sequence, selection, and repetition in programs; work with variables and various forms of input and output MUSIC: improvise and compose music for a range of purposes using the inter-related dimensions of music. MFL (FRENCH): explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words	In Art, Design & Technology, we will be investigating sculptures inspired by literature and film, learning different sculptural techniques to aid our creations. We will develop our understanding of textiles through experimentation with different techniques, and materials. In Computing, we will learn to make things happen in a sequence, creating simple animations and simulations through simple coding, along with exploring branching databases. We will explore e-safety topics relating to online reputation and online bullying, and health, wellbeing and lifestyle. In Geography, we will look at Italy's environments, including its mountains, volcanoes, and earthquakes, aiming to answer the question: How does Italy's environment impact on its settlements? In Science we will explore Living things, exploring how living things are grouped and classified, identifying and naming a variety of living things in our local and wider environment. We will learn that living things live in a different habitat to which they are suited, and how these provide their basic needs. We will compare differences between things which are dead, alive and have never been alive, and think about how environments can change, and how this may affect living things. In Music we will be composing using our imagination, thinking about different repeating patterns and including different elements in their pieces.	Classification, classification keys, environment, habitat, human impact, positive, negative, migrate, hibernate Hills, mountains, volcanoes, rivers, oceans, city, towns, villages, earthquake, hot, cold, north, south, east, west, sea, Europe, country names Modelling, designing, form, texture, line, proportion, freestanding, shaping Coding, sequencing, animation, position, branching, yes/no, open/closed questions Pulse, rhythm, pitch, quiet, loud, notation, symbol, staff, composition, pattern, elements, beat
SUPPORT YOUR CHILD'S LEARNING AT HOME 1: Complete our weekly homework; this is daily reading, challenges, and weekly spelling practices. 2: Can you find out any interesting places in Italy and create a fact file about them? 3: <u>Read daily with your child</u>, using both phonic and reading books. Give them access to the school's e-library/Appleby's real library as well; encourage a love of books, and reading for pleasure!		VISITS / VISITORS TBC: Farm visit, habitat visit outing

