

### **Art: Can Buildings Speak?**

Explore ideas about shape and pattern

Make prints based on patterns within buildings

Produce collaborative piece of artwork using St Anne's Church as inspiration

### **Topic: Seaside**

Locate seaside places using maps and atlases

Identify human and physical features of seaside places

Use secondary sources to find information

### **Literacy:**

#### **Information texts**

Look at the features of information texts and compare with fiction books

To be able to create own captions, labels and diagrams giving detail on a topic (linked with seaside topic)

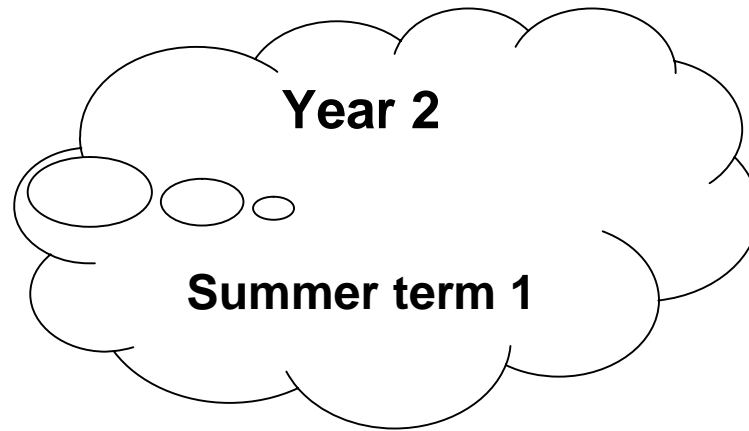
Finding information independently

#### **SATs revision**

Revision of basic sentence structure skills

Reading and understanding a fiction or non fiction text and answering related questions

Developing writing skills in order to produce more detailed narratives



### **RE: Prayer**

Discuss what it means to pray

Understand that there are different types of prayer

To know that prayer is important to each individual

### **Maths:**

Continuing to work on 2, 5 and 10 times tables and their related division facts

Position and direction including co-ordinates, whole and half turns (clockwise and anti-clockwise) and points of the compass

**SATs revision:** basic calculation skills and understanding of place value

### **ICT: finding information**

Using search engines to find information about, or answer questions on, a given topic

### **PSHE: Relationships**

Being responsible for our own actions and choices and understanding the impact on others

### **Games /PE:**

#### **Dance – at the seaside**

Creating a dance routine to seaside themed music (individually then working together to create group dances)

#### **Games – Ball skills**

Developing basic skills necessary for football, cricket and tennis

### **Music:**

Singing, recorders and percussion

### **Science: Plants and animals in their local environment**

To understand that: there are different types of animals and plants they require different habitats