

## PHSE Dreams and Goals

To be able to explain how you played your part in a group and the parts other people played to create an end product.

To be able to explain how your skills complemented each other.

## Healthy Me

To be able to explain why foods and medicines can be good for your body

## Design and Technology

I use simple drawings and labels to record my ideas.

I use a range of ingredients to make a wrap and explain why the ingredients have been selected.

I can evaluate my ideas and products against set design criteria.

I can identify aspects of peers work that I like and say why.

I can use peer feedback to modify a final design.

I understand what makes a balanced diet.

I can use a range of ingredients to prepare a healthy dish.

## Music

Singing (developing pitch, melody, rhythm and control individually and as part of a group)

Listening (exploring feelings and emotions in response to music, giving opinions, identifying instruments, structure and musical features)

Composing (improving, composing, notating: representing sounds through symbols, standard and non-standard notation)

Performing (singing, playing instruments, individual and groups, practicing, rehearsing, presenting, recording and evaluating)

Musicianship (understanding music: pulse/beat/metre, rhythm, pitch/melody, tempo, dynamics, timbre, texture and structure/form)

## History

*I can recount and order the life of a famous historical figure*

*I can explain why a historical figure was important and how they changed things*

## RE

Believing

Recall different beliefs and practices, naming key words, key figures and core beliefs.

Easter

Describe what happens at festivals, ceremonies and rituals and talk about the beliefs behind them.

Retell and suggest meanings for some religious and moral stories and say how they influence people today.

## P.E.

Net and wall

To develop racket familiarisation

To use the ready position to defend space on court.

To move an opponent to win a point.

Dance

To be able to change rhythm, speed, level and direction in my dance

To be able dance with some control and coordination.

To be able to perform dances using simple movement patterns

# How to Keep Me Healthy

## Computing

Understand that an algorithm is a set of instructions.

Understand that computers read and follow algorithms without thought.

Make predictions about programs.

Write a program to achieve an aim.

Debug and improve programs

## Art

I am developing skill and control with different drawing materials

I can experiment with pencils to create tone and use tone to create form when drawing

I can mix, apply and refine and describe colour mixing for purpose using wet and dry media

I can use a range of materials to design and make a product using craft, weaving, printmaking, sculpture and clay

## Science

Habitats

To name different plants and animals and scribe how they are suited to different habitats.

To identify whether things are alive, dead or have never lived.

To ask questions about what I notice (Working Scientifically)

To observe closely. (Working Scientifically)

To find things out using secondary sources of information. (Working Scientifically)

To group and classify things. (Working Scientifically)

To gather and record data to help me answer questions. (Working Scientifically)

## Plants

To observe and describe the main changes as seeds and bulbs grow into mature plants.

To ask questions about what I notice (Working Scientifically)

To observe changes over time. (Working Scientifically)

To notice patterns in my observations or data. (Working Scientifically)

To find things out using secondary sources of information (Working Scientifically)

To group and classify things. (Working Scientifically)

To gather and record data to help me answer questions. (Working Scientifically)

## Geography

I can use aerial photographs and plan to identify the key features and landmarks in my local area

I can create a simple map of my local area and use basic symbols in a key

I can use simple compass directions and directional language to find a location on a map