

Understanding English, communication and languages:

Persuasive letters—We will learn the skills and features needed to create a persuasive letter inspired by Oliver Jeffers' book, The Day the Crayons Quit.

Narrative— We will learn to write a narrative based on a video.

Texts

The Day the Crayon's Quit—Oliver Jeffers

Mathematical understanding:

Fractions— We will learn what a fraction is what numerator and denominator means. We will learn to recognise half, a quarter and a third, find equivalent fractions and find fractions of amounts.

Time—We will learn to read o'clock, half past, quarter to and quarter past.

Historical, Geographical and social understanding

History:

A tale of two nurses - Mary Seacole and Florence Nightingale

In this unit the children will learn about the similarities and differences between the lives of Mary Seacole and Florence Nightingale.

**Summer A
Sycamore Class**

Scientific and technological understanding

We will learn to:

- Observe and describe how seeds and bulbs grow into mature plants.
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Understanding physical development, health and wellbeing:

P.E—With Premier Sports Education

Rounders

PSHE/RSHE

- Our unit this term is, **Created to Live in a Community.** We will learn the importance of rules in school and beyond.

RE:

Pentecost—Serving—Our theme is Spread the Word. We will learn the story of the Ascension and the role of the Disciples in spreading the Good News after Jesus left Earth.

Reconciliation—Our theme is Rules. We will learn the importance of rules and God's rule for his people.

Understanding the arts:

Art

Sculpture and 3D:

This unit focuses on teaching pupils to shape and decorate clay, create a pinch pot, design and make a clay tile with house features. It emphasises practical skills in working with clay and applying artistic techniques in a structured project.

Music

Music that makes you dance:

We will listen and identify features of music that makes you dance and use instruments to recreate beat and rhythm.

Computing

Creating Media—Robot Algorithms

This unit develops learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. We will learn to use given commands in different orders to investigate how the order affects the outcome. We will also learn about design in programming. We will develop artwork and test it for use in a program. We will design algorithms and then test those algorithms as programs and debug them.