

ART / DT

Children to use a range of materials obtained from the outdoor area to create work inspired by a famous artist (Andy Goldsworthy).

Children to use clay to create sculptures of woodland creatures inspired by the books such as 'The Gruffalo' and 'Stickman'

GEORGRAPHY

Children to learn to use aerial photographs to recognise landmarks and basic human and physical features of our school.

Children to draw simple maps of the wildlife area and to use basic symbols to construct a simple key.

PE

Children to learn to use maps to complete a simple orienteering trail. In gymnastics children to explore different methods of travelling to improve agility and coordination.

Children to learn how to perform jumps safely and to perform and hold a balance.

SCIENCE

Children to explore the school environment, to identify trees and the season.

Children to observe and record how trees change over time (autumn season).

Children to learn about and label different parts of a tree and learn the terms deciduous and evergreen.

Children learn to identify and name a variety of plants and animals in a woodland habitat

Autumn Topic (first half term) - Enchanted Wood

RE

Children to learn how faith groups worship in different places.

Children to learn about different religious words and phrases and name features of religious life and practise.

COMPUTING

Children to learn about aspects of E-safety.

Children to judge whether information on line is reliable.

Children to safely search for images on line.

Children to learn how to navigate, menus, buttons and links on a website.

PSHE

Children to take part in relationship building activities.

Children to discuss what it feels like to start something new.

SUSTAINABILITY

Children to select a tree to plant in the grounds and to consider a suitable area to plant it in.

MUSIC

Children to use their voices expressively and creatively to sing a range of songs relating to the season.

ITALIAN

To be introduced to basic vocabulary including numbers to 10 and colours.

