

## English

### Non- Fiction

- \*Information text
- \*Labels and captions to show information
- \*Chronological reports -  
Woodland Creatures  
Florence Nightingale
- Poetry
- \* Reading and performing poetry
- \*Write own Colours Poem  
Speaking and Listening
- \*Discussion - group work - How can we find out about the past?
- \*Drama - Florence Nightingale  
Class Texts
- \*Non-fiction books - nocturnal and other woodland creatures.
- \*Non-fiction books - Florence Nightingale.

## Maths

- \*Symmetry
- \*Data handling - tally chart and bar graph.

## Art/DT (Including Cooking)

- \*Look at the outdoor work of Andy Goldsworthy. Use this as inspiration for own designs in Holdenby Woods - group work.
- \*Line drawing and paint to produce animal pictures.
- \*Observational drawings and collages of leaves and seeds.

### Role Play Area:

Garden Centre

### Trips and Visits:

Holdenby Countryside Centre

### Class Assembly:

Florence Nightingale

## Geography and History

- \*Identify different ways of finding out about life in the past.
- \*Use photos, video clips and books to find out about the past.
- \*Use drama to find out how people behaved in the past.
- \*Explain why events happened long ago.
- \*Use atlases and globes to locate The Crimea.
- \*Explore woodland creature habitats at Holdenby Woods.
- \*Explain why creatures need to live in certain environments.

# Woodland Creatures and Florence Nightingale

## Science

(In separate science book.)

### Materials and their properties

- \*Natural and man-made materials - their differences.
- \*Changing shape using forces.

### Plants

- \*Identification
- \*Growing from seed.
- \*Parts of a plant and which parts we eat.
- \*Appearance of seeds and leaves.

## Computing

- Internet safety.
- Using the mouse to select options and navigate through a game.
- Using a website to find information (group work).

## RE

- \*What does a Baptism mean to Christians?
- \*What sort of important promises do they make?
- \*Children to write their own promises to our school.

## Music

- \*Perform songs and rhymes using actions and percussion to keep a beat and accompany rhythms.
- \*Identify rhythm and pulse.
- \*Make up own rhythms.
- \*Perform 'call and response' using rhythms and songs.