## History

- Know that explorers travelled for a variety of reasons.
- Describe what it was like to travel for Ibn Battuta and locate places he visited on a map.
- Know that Christopher Columbus was a great explorer.
- Identify similarities and differences between Ibn Battuta and Christopher Columbus



## **ENGLISH**

- Reading information texts and creating our own superhero fact files / top trumps
- Writing simple adventure stories in the style of comics
- Using speech punctuation correctly when writing dialogue
- Using onomatopoeia
- Decoding of plurals
- Learning strategies to help spell exception words
- Investigating common suffixes and prefixes and how they change the meaning of words

### Life Skills

- Identify different communities and their rights and responsibilities.
- Identify uses for the internet and to understand that not all content is reliable.

# Term 3 Superheroes

Year I and 2 INCLUDEPICTURE

"https://i.pinimg.com/originals/ 87/a7/53/87a7530f816ff5bf6a5 15df2c5467d11.jpg" \\* MERGEFORMATINET

## RE

 Understanding Christianity – Who is Jewish and how do they live?



## MATHS

- Addition and subtraction (within 100)
  - Related facts
  - O Add and subtract Is
  - O Add to the next 10 and from 10
  - O Add and subtract 10s and across a 10
  - Add two 2-digit numbers (not across 10 and across 10)
  - Subtract two 2-digit numbers (not across 10 and across 10)
  - O Mixed addition and subtraction
  - O Compare number sentences
  - O Missing number problems
- Multiplication and division
  - O Count in 2s, 5s and 10s
  - O Count in 3s
  - O Recognise, make and add equal groups
  - Make arrays

#### Music

 Discuss different dynamics across different pieces of music, using technical vocabulary

#### Science

- Describe the properties of different materials.
- Sort objects and materials using a range of properties.
- Choose an appropriate method for testing an object for a particular property.
- Test evidence to answer the questions about properties.

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#### ART

- Make rubbings using a variety of techniques.
- Build a repeating pattern and recognise pattern in the environment.
- Make marks in print with a variety of objects, including natural and made objects.
- Use different types of paint and to create different textures
- Carry out different printing techniques

## COMPUTING - Digital Music

- Say how music can make us feel
- Identify that there are patterns in music
- Experiment with sound using a computer
- Use a computer to create a musical pattern
- Create music for a purpose
- Review and refine our computer work

## PE

- Develop body management through a range of floor exercises.
- Attempt to use rhythm while performing a sequence.
- Work to improve strength, balance, agility and coordination.

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