

Area of learning: Geography
Kaptalamwa – An African Village

name and locate the world's seven continents

understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, Thurgoland and a place in Kenya

use world maps, atlases and globes to identify the United Kingdom, as well as the countries, continents studied at this key stage

Area of learning: History
Remember, remember the 5th of November
The Great Fire of London

changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

They should ask and answer questions

events beyond living memory that are significant nationally or globally

Area of learning: Science

Light and Dark

recognise that they need light in order to see things and that dark is the absence of light

identify common appliances that run on electricity

construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, and buzzers

Working scientifically

asking simple questions and recognising that they can be answered in different ways

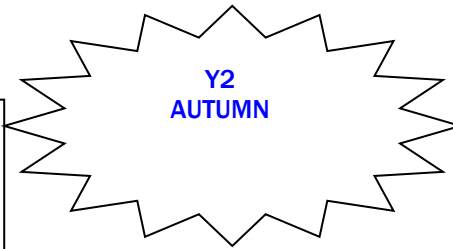
observing closely, using simple equipment

performing simple tests

identifying and classifying

using their observations and ideas to suggest answers to questions

gathering and recording data to help in answering questions.



Area of learning: Computing

Exploring how computer games work

Programming on screen

use technology purposefully to create, organise, store, manipulate and retrieve digital content

recognise common uses of information technology beyond school

use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Area of learning: Music

Taking off and Exploring Pitch

use their voices expressively and creatively by singing songs and speaking chants and rhymes

play tuned and untuned instruments musically

listen with concentration and understanding to a range of high-quality live and recorded music

experiment with, create, select and combine sounds using the inter-related dimensions of music.

**Area of learning: Art
Investigating Colour**

to use a range of materials creatively to design and make products

to use drawing and painting to develop and share their ideas, experiences and imagination

to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Area of learning: RE

Is it possible to be kind to people all the time?
Retell Bible stories that show kindness . Explore how this makes Christians behave towards each other.

Why did God give Jesus to the world?
Reflect on the Christmas story and the reasons for Jesus' birth.



**Area of learning: P.E.
Throwing, Catching, Aiming and Kicking**

master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

perform dances using simple movement patterns.

Area of learning: P.H.S.E.

Health and Wellbeing

Keeping safe, road safety, safety online, safe & happy relationships.

British Values: Understanding of laws and rules
Bullying myself

**Area of learning: DT
Winding Mechanisms and Food Technology
Design**

design purposeful, functional, appealing products for themselves and other users based on design criteria

generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

select from and use a wide range of materials and components, including construction materials and ingredients, according to their characteristics

Evaluate

explore and evaluate a range of existing products

evaluate their ideas and products against design criteria

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- Christmas Show
 - Grandparent Day
- A thought bubble with a cloud-like shape and a tail pointing towards the bottom left. Inside the bubble, there is a list of two items, each preceded by a square bullet point.