

### English

- Adventure stories.
- The owl who was Afraid of the Dark.
- Reading Comprehensions.
- Class Poetry - Owl and the Pussy Cat

### Maths

- Problem Solving
- Investigations.

### Computing

- Research - Nocturnal Animals
- Data base of animals.

#### Skills

Record Information using formats they have devised.

### Science

- Animals - Habitats
- Nocturnal animals
- Life Cycles - Animals and Humans

Use the language of similarity and difference.  
Use the language of cause and effect.

### Geography

- Map work - locations of seven continents and five oceans.
- Capital cities in the UK and its surrounding seas.

Use strategies such as scanning, skimming, and using an index to locate information.  
Record information in a given format.

### History

- Frances Bowes - History of our school and church.

### PE

Games - striking / ball

### RE

Ascension and Pentecost –  
What happened?

### Music

- Zootime - Lancashire Music.
- Listen and Appraising
- Performing

# Night and Day

### DT

- Making Puppets - Animals.

Apply prior learning to a problem

Consider a range of possible solutions.

Generate imaginative ideas in response to stimuli.

Try alternatives or different approaches.

### Art

- Painting animals
  - Vincent Van Gogh - Starry Night Paintings.
  - Toni Grote - Artist - Night paintings.
- Apply imaginative thinking to achieve and objective.

### Risk Taking.

I am prepared to put forward my ideas or answers in a small group.

I know it is not a bad thing to get an answer wrong.