

Christian Value
Compassion

English

- Designing and naming a superhero
- Superhero character descriptions
- Stories with familiar settings
- Recipes for a superhero power potion
- Planning and writing a story
- Phonics Phase 4 and Phase 5
- Guided reading and handwriting.

Maths

- Place Value
- Addition and Subtraction
- 2D shapes
- Measures

Music (Let Your Spirit Fly)

- Music Unit based around a song 'Rhythm in the way we walk'. Listen to and appraise Reggae and Rap styles of music, learn about pitch, rhythm and pulse through games, improve using voices and instruments and learn to sing and play instruments to the song.
- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy.

Geography/History

Harvests from around the world
Where we live
Maps of route to school
How we can be superheroes to make our local area safer
How to make improvements to local area
Labelling the cities of the UK on a map to see where a superhero might visit
Real superhero - Mother Teresa

PE

Core Skills with Enjoy-a-ball
Gymnastics - travelling

Art/DT

Superhero snack - design and make a healthy snack to keep a superhero fit and healthy
Handprint superheroes
Roy Lichtenstein art
Design a superhero costume

Superheroes!

Hook: Incredibles!

Experience: Superhero mask making
Celebration: Superhero fancy dress day



R.E.

- Harvest around the world

Science - Our Super Bodies!

To learn about our five senses
To know the external parts of the body
To know that sounds get fainter as they travel away from a source
To learn how to keep healthy
To know the difference between living and non living

Computing

- Purple Mash
Phonics games, 2paint to create an Elmer and fish.

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions; create and debug simple programs