

ENGLISH

Greek Myths and Legends/Information Texts.

In English this half term we will be exploring a range of Greek myths and legends before looking at the features of an information text.

Our Objectives will be to:

- Creates effective and well-described settings, characters and plot.
- Structures and organises narrative writing with a beginning, middle and an end across different fiction stories
- Uses the structure of stories which have been read to write their own narrative
- Proof reads for spelling, grammar and punctuation errors and self-corrects
- Identifies and uses a range of conjunctions (e.g. when, before, after, while, so, because)
- Identifies and uses prepositions (e.g. before, after, during, in)
- Begins to identify and use subordinate clauses
- Identifies and uses apostrophes for singular possession
- Identifies and uses inverted commas for direct speech
- Uses the present perfect form of verbs as well as the simple past
- Uses a varied and rich vocabulary for effect and description

COMPUTING

This half term, we will be using programs to record information.

Our Objectives will be to:

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

MATHS

Measurement/Shape

Our Objectives will be to:

Measurement

- Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks. Estimate and read time with increasing accuracy to the nearest minute.
- Record and compare time in terms of seconds, minutes and hours.
- Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events [for example to calculate the time taken by particular events or tasks].

Shape

- Recognise angles as a property of shape or a description of a turn.
- Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.
- Draw 2-D shapes and make 3-D shapes using modelling materials. Recognise 3-D shapes in different orientations and describe them.

SCIENCE

Animals including humans.

Our Objectives will be to:

- Identify that animals, including humans, need the right types and amount of nutrition.
- Identify that animals cannot make their own food; they get nutrition from what they eat.
- Identify that humans and some other animals have skeletons for support and protection.
- Identify that humans and animals have muscles that allow them to move.
- Investigate how different parts of the body have special functions.

ART

This half term we will be looking at Greek art, including pottery.

Our Objectives will be to:

- Create sketchbooks to record their observation and use them to review and revisit ideas.
- Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.

Rabbit Class Summer Term 2 Groovy Greeks



GEOGRAPHY

This half term we will be using our topic as a focus for Geography.

Our Objectives will be to:

- Locate the world's countries, using maps to focus on Europe, North and South America, concentrating on their environmental regions, key physical and human characteristics, countries and major cities.
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
- Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods including sketch maps, plans, graphs and digital technologies.

RE

This half term Our key question will be:

- *How and why do religious people show care*

FRENCH

Our focus this term will be on the topic of O y va

Our Objectives will be to learn:

- Compass points/ Take 10 en français
- Je vais à l'école en
- Je vais en
- Quel temps fait-il
- French place names
- Je peux aller en Côte d'Ivoire en bus?
- Days of the week

D&T

In D&T this half term we will be exploring Greek food in order to understand the principles of a healthy diet.

Our Objectives will be to:

- Understand and apply the principles of a healthy and varied diet.
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.

MUSIC

Ukulele

We will continue our weekly Ukulele tuition on Thursdays in preparation for our Summer concert.

Our Objectives will be to:

- Use and understand staff and other musical notations.
- Play new pieces by ear and from simple notations.
- Identify and control different ways instruments make sounds.
- Suggest ideas and preparations for performances.

HISTORY

This half term we will be learning about Ancient Greece.

Our Objectives will be to:

- Be taught about Ancient Greece – a study of Greek life and achievements and their influence on the western world.
- Put events, people, places and artefacts on a time-line.
- Develop use of appropriate terminology such as; empire, civilisation, monarch.
- Understand that knowledge about the past is constructed from a variety of sources.
- Identify and give reasons for historical events, situations and changes.

P.E

Lessons will take place on **Tuesday** and **Friday**

Athletics

Our Objectives will be to:

- Run smoothly at different speeds
- Watch and describe specific aspects of running
- Choose different styles of running of different distances
- Pace and sustain their effort over longer distances
- Choose different styles of jumping
- Perform combinations of jumps e.g. hop, step, jump showing control and consistency
- Throw with greater control
- Consistently hit a target with a range of implements
- Explore different styles of throwing, e.g. pulling,