

## Geography

### Human / Physical Features of our Local Area

Identify and describe physical features of Billinge. /

Identify and describe human features of Billinge

Begin to recognise and use the 4 points of the compass

Use locational language accurately

Plot a route on a map

To observe and record weather patterns

### Come and See

Understand how we change and grow

Recognise, retell and describe Lent as a time to change in preparation for the celebration of Easter

### Healthy Happy Me

Understand that we need to help our family to show love and care.

Understand our feelings and how they lead us to behave the way we do

Understand we have some feelings we don't particularly like

Understand that everyone is different and you cannot see all differences

By the end of the topic our children will be able to .... (Steps needed to reach end point)

## Computing

understand direction keys

create a longer algorithm

create and debug instructions

set challenges for peers

change and extend an algorithm

## Art / DT

Use different materials (natural and man-made) to create different shapes and sculptures

Experiment at joining and building using recycled, natural and man-made materials

Weave using different materials

## Enchanted Wood



## Spring 2

## Literacy – Traditional Tales

Write a character description

Writing a descriptive setting

Create a story mountain

Write a story opening

Write a set of instructions

## Science – Plants

Label flower petal leaves stem and root on a diagram of a flowering plant

Label leaves trunk branch and root on a diagram of a tree

Identify a variety of trees, from their leaves and seeds using a simple classification key with photos

Identify a variety of flowers using a simple classification key with photos

Observe closely using magnifying glasses, carry out a simple fair test under teacher direction and begin to gather and record findings to help answer a question about plants

## Music

Improvise making different sounds using tuned and untuned instruments