Computing

\*To create and debug simple programs.
\*Use logical reasoning to predict the behaviour of simple programs.
\* Understand what algorithms are; how they are implemented as programs on digital devices.

Music
\*Play tuned and untuned instruments musically.

Art and Design- Banksy/ Mone

\*To investigate about a range of artists, describing differences and similarities making their own links.
\*To use drawing and painting to develop and share their ideas.

Wheels, wings and other things.

Design technology- design a playground

\*Design purposeful, functional, appealing product.
\*generate, develop, model and communicate their ideas through talking, drawing and mock-ups.
\*Select from a range of tools and equipment to preform practical tasks.
\*Select and use a range of materials and components.
\*Evaluate ideas and products against design criteria.

\*Explore and use mechanisms, in their products.

History- George Stevenson/ Queen
\* To look into the significant people.
\*To know significant historical events, people and places in their own locality.

Science
\*Explore and compare the differences between things that are living, dead, and things that have never been alive.

\*Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

Identify and name a variety of plants and animals in their habitats, including microhabitats.

\*Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Geography
\*Identify seasonal and daily weather patterns in the united kingdom and the location of hot and cold areas of the world in relation to the North and South poles.