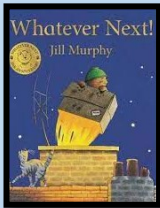


What is Teamwork?



Core Text: *Whatever Next!*

Project Outcome: Work collaboratively to make a rocket

English: Adventure Story & persuasive poster

Maths: Place value to 10

Science: Explore different materials and select the appropriate material to use in their rocket design

DT: Design and make a rocket using different materials and sticking techniques

Art: Develop pencil and paintbrush control by exploring different ways of drawing lines and painting

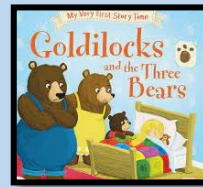
Computing: Technology Around Us

RE: Explore the question, 'Who is a Christian and what do they believe?'

PSHE: Being me in my World

PE: Bat skills and Gymnastics

How have toys and games changed?



Core Text: *Goldilocks and the 3 Bears*

Project Outcome: Use sewing skills to make a fabric hanging decoration

English: Traditional tale & instructions

Maths: 2D & 3D shape/ Addition and subtraction within 10

DT: Design and make a hanging decoration using sewing techniques

History: Understand how and why toys and games have changed over time

Science: Explore different materials, understanding why materials are chosen for different purposes

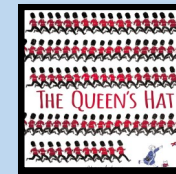
Computing: Digital Painting

PSHE: Celebrating Differences

PE: Fitness and Dance

Music: Dance, Sing and Play!

Are we all the same?



Core Text: *The Queens Hat*

Project Outcome: Identify and talk about similarities and differences between different nations of the UK

English: Diary entry & information poster

Maths: Addition & subtraction within 10 /]
Numbers 11—19

Geography: Explore the UK (countries & capital cities)

Explore daily weather patterns in the capital cities.

Explore the school grounds, using simple maps

Art: Learn artist techniques including tints and shades.

RE: Explore the question, 'What makes some places sacred and special'

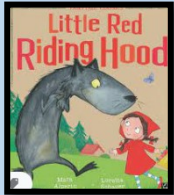
Computing: Moving a Robot

PSHE: Dreams & Goals

PE: Net and wall; and Invasion Games

Music: Exploring Sounds

How can we protect wildlife at Raysfield?



Core Text:

Little Red Riding Hood

Project Outcome: Investigate the types of animals living on the grounds at Raysfield & identify ways to protect them

English: Traditional story & report

Maths: Shape, space and measure

Science: Identify and group animals. Understand where animals live and simple food chains.

Geography: Understand where the equator is and which animals live in hot and cold climates

Art: Use a variety of media to experiment to sketch a picture of an animals. Children apply different materials to their sketches

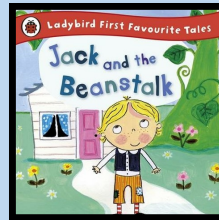
Computing: Grouping Data

PSHE: Healthy Me

PE: Fundamentals and tag rugby

Music: Learning to Listen

Chipping Sodbury Festival



Core Text: *Jack and the Beanstalk*

Project Outcome: Produce a piece of artwork for the Chipping Sodbury festival

English: Journey story & letter

Maths: Place value to 100. Multiplication and money.

Art: Produce a piece of artwork using the themes from the Chipping Sodbury festival
What is an artist?

Science: Name the basic parts of the human body.

Computing: Digital Writing

RE: Explore the question, 'What does it mean to belong to a faith community?'

PSHE: Relationships

PE: Athletics; and Sending and Receiving

Music: Having fun with improvisation

Why do people explore?



Core Text: *Emma Jane's aeroplane*

Project Outcome: Create a presentation about an explorer

English: Adventure story & instructions

Maths: Application of place value. Time

Science: Identify and name a range of common plants

Art: Create a clay compass

DT: Begin to understand the principles of a healthy diet

Geography: Create maps of the local area and school

History: Learn about different explorers and why they went on their expeditions

Computing: Programming animations

PSHE: Changing me

PE: Target Games; and Striking and Fielding

Music: Let's perform together!