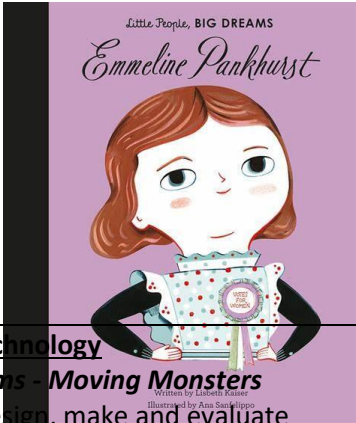


<p><u>History</u> <i>Remembrance – Moina Michael - the poppy lady</i> <i>When did Bradford become a city?</i> <i>What is living memory?</i> Knowledge:</p> <ul style="list-style-type: none"> ● To understand where in the world and when in the past we are learning about. To understand chronological duration. Create a model village (link with science what we need for a healthy life). ● Significant local event. 	<p><u>Science</u> <i>Plants – How can I look after the plants in our garden?</i> Knowledge:</p> <ul style="list-style-type: none"> ● Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. ● Use the local environment throughout the year to observe how plants grow. ● Observe and describe how seeds grow into mature plants. ● Describe how animals and plants get what they need to survive from their habitat. ● Say if something is living, dead or never been alive. <p><i>Animals including Humans – How can I look after myself?</i> Knowledge:</p> <ul style="list-style-type: none"> ● Talk about and describe how to look after themselves ● Look after their own health ● Talk about how to look after a pet. ● Describe how animals help humans. 	<p><u>Geography</u> <i>What does Bradford look like on a map?</i> Knowledge:</p> <ul style="list-style-type: none"> ● Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage ● Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key ● Use basic geographical vocabulary
<p><u>Computing</u> <i>Programing - Knock Knock Joke</i></p> <ul style="list-style-type: none"> ● Understand what algorithms are; how they are implemented as programs on digital devices. ● Create and debug simple programs ● Use logical reasoning to predict the behaviour of simple programs 	<p>Emmeline Pankhurst Autumn Curriculum Adventures in the City</p>	<p><u>R.E</u> <i>Why do we need to give thanks?</i></p> <ul style="list-style-type: none"> ● Hinduism, Christianity, Humanist

<p>PSHE <i>Living in the Wider World</i></p> <ul style="list-style-type: none"> ● Understand what is money, Understand how we pay for things, Understand why people save their money <p>Health and Wellbeing</p> <ul style="list-style-type: none"> ● Understand healthy habits, Explain why sleep routines are important, Learn about BIG feelings and how we manage them. 		<p>P.E <i>Invasion Game - Rugby</i></p> <ul style="list-style-type: none"> ● Agility, hand-eye coordination, kicking, running, throwing, catching <p>Gymnastics</p> <ul style="list-style-type: none"> ● Shapes, balance, flexibility, sequences, rolls
<p>Art <i>Drawing</i> <i>Painting</i> Artist: David Hockney Formal Element: Line, Shape, Pattern</p> <ul style="list-style-type: none"> ● Confidently use charcoal, pencil and pastels ● Choose colours and mix paint to express a particular mood in artwork ● Use key vocabulary to demonstrate knowledge and understanding in this strand: collage, squares, gaps, mosaic, features, cut, place, arrange 	<p>Design Technology <i>Mechanisms - Moving Monsters</i></p> <ul style="list-style-type: none"> ● Design, make and evaluate ● Design purposeful, functional, appealing products for themselves and other users based on design criteria. ● Select from and use a range of tools and equipment to perform practical tasks. ● Evaluate their ideas and products against design criteria. 	<p>Music <i>Hands, Feet, Heart</i></p> <ul style="list-style-type: none"> ● Listen and appraise ● Performance