

Science

The children will be learning about:

Animals including humans:

- Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat
- Identify that humans and some other animals have skeletons and muscles for support, protection and movement.

SCIENCE SKILLS: Recording and interpreting results

PSHE

The children will be learning about:

- Values: Responsibility and trust
- Jigsaw: Healthy me

MFL

The children will be learning:

- German: greetings, numbers, colours, food, days of the week

History/Geography

The children will be learning about:

The influences of people on places

- Where our food comes from
- Energy and renewable sources of electricity
- The water cycle and how and why water is cleaned
- The causes and effect of water pollution

Literacy

The children will be learning to:

- Make leaflets about recycling
- Writing the diary of a plastic bottle from production to recycling
- Instructions on how to make an object from recycled materials

Uffington

Term 4 Topic: Recycling

EQ focus: Resilience



Maths

The children will be learning about:

- Multiplication and division
- Addition and subtraction
- Fractions
- Number and place value
- Measures, statistics and geometry

Art/DT

The children will be learning about:

Art:

- Creating art using recycled materials based on the work of Louise Nevelson

DT/food technology:

- Plastic bottle cars
- Cereal box marble run
- Using levers to make objects move

RE

The children will be learning about:

Christianity:

- Prayer
- Easter :
Lent
Easter Story
Easter around the world
Easter traditions and symbols

Computing

The children will be learning about:

- E-safety: SMART rules

Information technology: Combining pictures, texts and sounds using

- 2 publish
- 2 create a story
- 2 animate

Emotional Quotient

The children will be learning about:

Resilience: the ability to bounce back quickly from difficulties

- Activities that encourage resilience