

## Maths (opportunities to apply)

- Number: Place Value Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 10 in numerals and words.
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
- Given a number, identify one more or one less.
- Count in multiples of twos.
- Number: Addition and Subtraction Represent and use number bonds and related subtraction facts (within 10)
- Add and subtract one digit numbers (to 10), including zero.
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems



## Literacy LINKS

- Traditional tales
- Poetry including rhyme
- Labelling, captions and phrases to describe
- Identifying settings and characters
- Story sequencing



## Languages

To name body parts in French

To recall the seasons in French

## PSHE:

- How to look after ourselves
- Healthy bodies and teeth
- Who am I?

## Geography

- Name and locate the world's 7 continents and cities in UK and local area
- Understand similarities and features through studying human and physical geography

**MAGICAL  
ME** Term 1 Class 4

## Music

- To use their voices expressively and creatively by singing songs and speaking chant

## Science

- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense
- To observe changes across the 4 seasons
- To observe and describe weather associated with the seasons and how day length varies.
- To identify a variety of common animals, including fish, amphibians, reptiles, birds and materials



## Art

- To use a range of materials creatively to design and make products
- To use drawing, modelling and painting to share their ideas

## DT

- Design purposeful, functional, appealing products for themselves and others based on a design
- Select from and use a range of tools
- Evaluate their ideas

## PE

- To master basic movements
- To participate in team games through Multiskills and OAA

## COMPUTING

- E- Safety
- Create and debug simple programme
- Develop mouse control
- Use technology purposefully

## RE

To explore Christianity and Harvest

## Enrichment

Senses walk, stay and play, reading workshop, dentist visit

**OBJECTIVES**