

Maths

- * To develop understanding with number and place value
- * To solve problems involving addition and subtraction , money, division , multiplication and time
- * To understand units of measurements kg and g and be able to apply to problem solving
- * To apply knowledge of fractions and decimals
- * To reason about shapes and patterns



Literacy

- * To explore information texts using famous composers or a band.
- * Write recounts of music workshops
- * Explore and develop poetry linked with music and song lyrics
- * To look at traditional African and Indian folk tales and create own story
- * Write own song lyrics
- * To understand and use homophones, paragraphs and conjunctions

History

- *Study the changes in aspect of social history- leisure and entertainment
- *Research how sound related products have developed through history
- Instruments Look at chronology of the telephone and influences



MFL



- French
- Looking at Families , hobbies and home. Introducing fairy stories.

Geography

- *Locate the worlds' countries, their major cities and human characteristics (links to musical instruments and types of music and cultural links from around the world)
- *Use maps to locate world countries famous for their music (New Orleans - jazz, South America - Samba, Africa and India.)

PSHE

- * To learn the concept of keeping something confidential
- * To learn about stereotypes
- * To understand strategies that keep us safe (online safety and personal safety)
- * To develop and maintain healthy relationships
- * To understand different types of relationships
- * To understand risk, danger and hazards

GOOD VIBRATIONS

Class 2 Terms 3&4

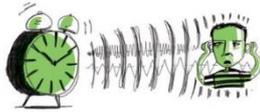
Music

- *Use a variety of software to design and create music
- *Play and perform music



Science

- *Identify how sounds are made
- *Recognise that vibrations from sounds travel through a medium to the ear
- *Find patterns between the pitch of a sound and features of the object that produced it
- *Recognise that sounds get fainter as the distance increases



Art

- Understand and research a great artist Kandinsky
- Explore the cultural impact of art through Album and CD cover designs



DT

- *Evaluate and analyse a range of existing products
- *Use research to inform the design of functional and appealing products fit for purpose
- *Develop ideas through discussion, sketches and diagrams
- *Construct using a range of tools and materials
- *Evaluate design plans and completed work
- *Develop technical knowledge

PE

- * Term 3 Hockey and Gymnastics
- * Term 4 Tennis and Gymnastics
- * To develop sequences of movement
- * To identify why 1 action is more effective than another
- * Explain how often we should exercise
- * Cooperate with others
- * Begin to use fundamental movements
- * To develop fundamental movement skills in combination and increasing confidence

Computing

- *E- Safety (Safer Internet Day)
- * Use a variety of software to design and create music



OBJECTIVES

RE To explore the worships, beliefs and questions of Judaism and Christianity

Enrichment

- *Making instruments workshop
- * Invite orchestra /band