

## Geography

- ◆ Sketch maps of local area including location of wooded areas.
- ◆ Use of Google maps.
- ◆ Use of keys and symbols in maps.

## English

- ◆ The Giving Tree - cumulative story focusing on character.
- ◆ Information texts about plants and how they grow.

## Science

- ◆ Parts of a plant
- ◆ What do plants need to grow well?
- ◆ Parts of a flower

## Computing

- ◆ Use of Google maps
- ◆ DoInk stop motion animation - what happens when a seed germinates.
- ◆ Digital photography - plants

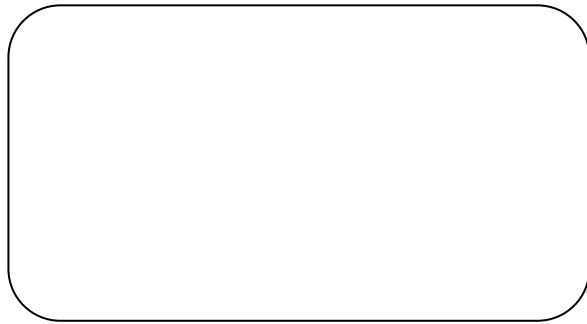


## Art

- ◆ Leaf rubbings.
- ◆ Sketch of a leaf.
- ◆ Bark rubbing.
- ◆ Design own giving tree

## Enrichment Experiences

- ◆ A visit to Rushmere Country Park..



**RE**

- ♦ Special places

**Music**

- ♦ Charanga

**Computing**

- ♦ How computers store data
- ♦ Scratch programming
- ♦ Binary numbers
- ♦ Esafety.



**PSCHE**

- ♦ Relationships
- ♦ Change.

**PE**

- ♦ Swimming
- ♦ Outdoor games

**French**

- ♦ Weather and hobbies.

**Maths**

- ♦ Time
- ♦ Properties of shape (parallel and perpendicular lines, recognise and describe 2D and 3D shapes).
- ♦ Measurement - mass and capacity.