

Summer Term

English Genres:
Year 3
 Kenning poems
 Information leaflets
 Comic strips
 Narrative
Year 2
 Biography
 Narrative – losing an object
 Poetry
 Narrative

Book Study:

Queen Victoria's Bathing Machine – Gloria Whelan

Maths
 Summer White Rose Maths
Year 3
 Length and perimeter
 Fractions
 Time
 Properties of Shape
 Mass and capacity
Year 2
 Money
 Time
 Consolidation and problem solving
 Properties of shape
 Length and Height
 Position and direction
 Mass, capacity and temperature

Jays' Class

Music
 Charanga
 Bringing us together
 Reflect, rewind and replay

Main Project: **Magnificent monarchs**

This project teaches children about the English and British Monarchy from AD 871 to the present day. Using timelines, information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research six of the most significant sovereigns.

PE
 Net/wall games
 Striking and fielding games
 Athletics

Computing
Coding
 The children will learn about algorithms and how to create a series of code to design and play their own games.
E-safety
 The children will learn how to keep themselves and others safe online.

Cycle A

Art/ Design and Technology
Portraits and Poses – as artists, the children analyse the portraiture of Tudor monarchs and compare Tudor portraits with selfies today. They use photo editing software to create royal portraits.
Push and pull – the children learn about slider, lever and linkage mechanisms. They make models of each and design a card with a moving part.

RPSHE
 Being my best
 Growing and changing

Religious Education
 How and why do people try to make the world a better place?

2021-2022

Mini Projects
 Portraits and Poses
 Animal Survival
 Cut, Stitch and Join
 Push and Pull

Science
 Line of enquiry: Research
Animals
 As Scientists, the children will learn about the growth of animals by exploring the lifecycle of familiar animals. They will identify the similarities and differences between the six types of invertebrates and carry out detailed research into an invertebrate of their choice and present their findings.

History / Geography
 As Historians, the children will use timelines, information about royal palaces, portraits and other historical sources to build up an understanding of the monarchs and then research six of the most significant sovereigns. They will use the information they have learnt to create a board game based upon the life of the six sovereigns.