Summer Term Plan – Sapphire Learning Zone

Art & Design **English** Computing Digital painting - Using a Local Artist Who is our chosen local artist? range of tools to create digital We will exploring the following texts: Exploring local art and animals artwork (Carried from last term, • Meerkat Mail - narrative writing and information texts Practice techniques ised Beebots instead) • The Magic Finger - writing a narrative, poetry, and non-fiction Create own artwork Digital writing - Creating (carried over from last term due to covid) and manipulating text, editing text and comparing that and written text • We will be using the film clip 'Zahra' to write a character description and to re-write a story Geography **Design & Technology** Fabric Bunting Why is Antarctica so cold? To identify hot and cold places on a Designing an idea **Mathematics** Making a template Compare similarities and Basic stitching • Following a step-by-step plan differences to Stanhope and hot Year 1 Decorating the product and cold locations Addition within 10 • Identify geographical features Numbers 0-20 **Evaluating product** Unitising and coin recognition Time and shape Music Year 2 Addition and subtraction of 2-digit numbers Modern Languages Fractions I Wanna Play In A Band Time, shape and measure • Listen and appraise Different musical activities Singing French songs and learning including playing instruments basic greetings • Performing the song **Science** History Year 1: How do we know what seaside holidays were like 100 years ago? Plants Education **Physical** Seasonal changes (Spring and To make connections to different time eras Religious Education Summer) Simple comparisons World faiths Gymnastics - linking, using between holidays and Year 2: apparatus, jump roll and balance, Buddhism those in the past Plants creation of sequences Living things and their habitats • To use primary sources to learn Ball skills (feet) - Dribbling, about aspects of holidays in the past passing and receiving, keeping • To ask and answer questions possession, scoring points