

 <p>Class: Elderberry</p> <p>Term 5 2025-26</p>	<p><u>English</u> Core Text-Somebody Swallowed Stanley Reading-Reading skills in guided groups and additional class comprehension lessons. Writing-The children will be researching form different sources to inform factual writing about sea creatures. Spelling-homophones, contractions, suffixes –er and –est, -ed and –ing where the root word needs to be changed.</p>	<p><u>Maths</u> Number-Fractions: Halves, quarters, thirds, three quarters of shapes and amounts Measurement-Time, O'clock, half past, quarter past, quarter to and five minute intervals.</p>
<p><u>Science: Animal Survival (over two terms)</u> This project teaches children about growth in animals by exploring the life cycles of some familiar animals. They build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.</p>	<p><u>History: Magnificent Monarchs</u> 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.</p>	<p><u>DT: Push and Pull</u> This project teaches children about three types of mechanism: sliders, levers and linkages. They make models of each mechanism before designing and making a greetings card with a moving part.</p>
<p><u>PSHE: Relationships</u> The children will learn about different kinds of relationships. They will explore the themes of families, keeping safe, friends and conflicts, when a secret is good or not, trust and appreciation. They celebrate special relationships and how to express appreciation for others.</p>	<p><u>RE: Islam Part 1</u> This investigation enables pupils to learn in depth from Islam, finding out about Muslim ways of life and beliefs, so that pupils can develop thoughtful ideas and viewpoints of their own about some religious and spiritual questions..</p>	<p><u>Computing: Programming</u> The children will continue to develop their programming skills creating precise algorithms to make animations with ScratchJr.</p>
	<p><u>PE: Jumping</u> The unit of work will challenge pupils to apply their prior learning of how to jump and use this to jump in combination and link jumps. Pupils will continue to develop their ability to apply jumping in games.</p>	<p><u>PE: Sports Day</u> Children will be developing multi skills in preparation for sports day. These will include aiming, throwing, team games, control of a ball and running.</p>