

Literacy links:

Poetry, narrative and non fiction linked to the seaside

Out of context Writing Task:

Recount of trip to the seaside

Hook: Staff dressed in seaside clothing and classroom set up with seaside artefacts .

Show Case:

Chn to perform their Rockpool Raps to Year R or other classes

Music: The Rockpool Rock (6 Weeks)

Skills: Y1: Sing with confidence. Hold and play instruments with control. Respond to music with movement.

Y2: Sing with increasing control of pitch, demonstrating a sense of the shape of the melody. Perform simple patterns on tuned instruments. Respond to changes in music through movement and dance. Talk about music heard including likes and dislikes.

Task: Wk 4 Invent a dance for the introduction to 'The Rockpool Rock'.

Outcomes: Perform song with dance and instrumental introduction, as a class, in groups and individually.

Homework: Interviewing an older person about the seaside in the past – chn choose own presentation style.

History: The seaside then and now - Artefact Case

Wk1 – photo evidence , Wk2 – artefact exploration, Wk3 – Trip to Southsea, Wk 4 – trip follow up

Skills: Id diff ways in which the past is represented. Dev awareness of the past. Communicate their knowledge in a variety of ways. Observe or handle evidence to ask/answer questions about the past. Use variety of sources to find out about the past. Ask questions about the past.

Tasks: Wk 1 – Ask and answer questions about photos/images of seaside in Victorian times. Wk 2 – Explore artefacts.3 - Trip and match pics from then and now, identifying sims and diffs.Wk 4 - Postcard scene of Southsea in Victorian times.

Outcomes:1 - Historical questions and answers based on evidence. 2 - Descriptions of artefacts – imaginary story including some of the artefacts. 3 – Trip and correctly matched pics from then and now, identifying sims and diffs. 4 – Victorian scene showing feats of seascides in the past.

WRITING OUTCOME: Postcard from a trip to the seaside in Victorian times

**The Seaside
4 weeks**

RE: God Matters
Easter

Geography:

Skills: To ask and answer geographical questions. Id the key features of a location in order to say what type of locality. Use basic geog vocab to id key physical and human features. Recog changes in human and physical feats.

Tasks: Wk 2 Look at maps and Google image shots of Southsea – Geog. detectives - id. type of location and features of the seafront. Note these features during fieldwork. Wk 3 – Id feats that have/have not changed.

Outcomes: Labelled maps/photos. Features sorted by human/physical. Sim/diff related to features seen on trip.

Computing:

Skills: Control motion by specifying the no. of steos to travel, direction and turn. Specify the nature of events such as a single event or a loop. Create conditions for actions by waiting for a user input.

Tasks:.Beebot giving directions, planning routes, debugging routes. Purple Mash coding.

Outcomes: Progrm beebots to move to specified locationl Id. Errors in code. Chn to work through coding at own pace.

Science:

See separate programme of study up until half term.

COMPLETE SOUND AND HEARING

Then

PLANTS and SPRING

WRITING OUTCOME: Instructions to plant a seed/care for a plant or explanation of a lifecycle