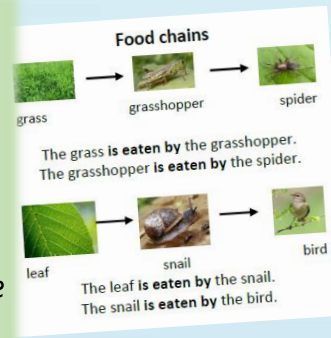


Science:

- A living thing is something that moves, reproduces, is sensitive, excretes, needs nutrition, respire, grows.
- A dead thing is something that used to be living.
- Something that has never been alive has never been living.
- A habitat is a place where a living thing lives and grows.
- A habitat needs to: provide the right food and nutrition, provide shelter, provide safety. This will vary between species.
- A microhabitat is a small area habitat within another habitat
- Animals breathe oxygen and exhale carbon dioxide. Plants take in carbon dioxide and release oxygen back into the air.



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Religion and World Views:

Understand that Christians believe:

- God is the 'creator'
- God can be seen as a shepherd, king and parent in the Bible
- God created the world in seven days.
- Each day He made another part of the world.
- On the seventh day, God rested. Christians believe that this day, Sunday, is a special day. It is a day of rest when many Christians will attend church.
- The Bible contains images of God that help us to know and discover what God is like. For example: shepherd, parent, King, Jesus 'like God'.
- Ideas about God are portrayed in art, stories and songs.

Computing:

E-safety:

- Voice activated searching is where I use my voice to activate a search engine or feature on a device.
- If something is made up it is not real. Things that are true, exist.
- Some information online is not real or true because anyone can add and contribute information to search engines.
- Keeping things private means not sharing information with other people. One way to keep personal information private is to create and use a password.



Scratch:

- A simple program is a set of precise instructions that complete a task.
- The instructions need to be clear and in the right order for the action to happen correctly.
- A set of instructions is called an algorithm.
- If instructions are given to an electronic device or a computer program, you can make something happen electronically. This is called coding.

Art:

- Natural patterns are those found in nature.
- Patterns can be recreated through printing, sculpture or drawing.
- Drawing is a way of recording experiences and feelings.
- Sketching is quick drawing and can be used to plan and develop ideas.
- Tint and shade is how light or dark something is.
- Different tones can be created through applying more or less pressure on a pencil.

PSHE:

- Understand the difference between hopes and fears
- Know who to ask when feeling worried
- Negative behaviour is disruptive to me and others in class.
- Positive behaviour helps me learn in class.

Geography:

- The world's seven continents are: Asia, Africa, North America, South America, Antarctica, Australia, Europe.
- The United Kingdom is a country in Europe.
- An ocean is an open body of water.
- A sea is partially surrounded by land and are smaller than oceans.
- A map can show human features and physical features by looking at the key.
- A globe is a model of the Earth.
- An atlas is a collection of maps.
- Maps, globe and atlases can be used to identify countries, continents and oceans.



Continents

Duration

Habitat

Balance

Patterns

Sequence

MRS NERG

Composition

Coding

Algorithm

Coordination

United Kingdom

Tempo

Food chain



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Music:

- Folk music represents the traditions or culture of a place and is often passed on by being played rather than written down.
- Duration means how long a note, phrase or whole piece of music lasts.
- A composition is a collection of musical elements, like the melody, percussion, dynamics etc that together make a piece of music.



PE:

Hockey:

- I can hold the stick with two hands
- Move the ball using gentle, continuous taps while staying low with bent knees
- Stop a moving ball using one side of the stick's head
- Attempt a short push pass to a partner and receive it without losing control.

Throwing and catching:

- When I throw with one hand, I have the opposite leg forward to my throwing arm and my fingers point in the direction of my target.
- I know to stand with my body side-on with my face looking at my target when throwing for distance.
- You can catch an object by scooping it into your hand.
- You can catch an object by pulling it close to your body.

