🌳 BEACHCOMBERS 🌳

You are about to become an expert beachcomber! Look for interesting and unusual objects. Peek into rock pools to learn about the weird and wonderful animals and plants in their micro habitats. Invent your own amazing rock pool resident – what features will it need to survive?

SUBJECT DRIVER: SCIENCE

English
- Reading - stories, poems and non-fiction texts inspired by the sea and seashore
- Writing underwater stories, explanations, fact files and poems
- Use more complex suffixes including -ment and -ness
- increase variety of sentences

Maths
- Identify patterns and relationships between five and ten times tables, use times tables knowledge to solve problems, use times table facts to find the quotient, use knowledge of divisibility rules to solve problems
- Choose and use appropriate standard units to estimate and measure length/height, mass, temperature and capacity to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels

Science
- Explore and compare the differences between things that are living, dead and have never been alive
- Identify that most living things live in habitats to which they are suited, how different habitats provide for the basic needs of different animals and plants and how they depend on each other
- Identify and name a variety of plants and animals in their habitats
- Describe how animals obtain their food from other plants and other animals using simple food chains

Art
- Use watercolours to explore colour to create a seascape
- Create scenes with driftwood/ natural materials developing ideas from a variety of starting points
- Design and create sand sculptures using decorative techniques such as carving, smoothing, decorating, incorporating found materials

Computing
- Programming animations using Scratch Jr
- Begin to understand that commands have an outcome
- Use and modify designs to create quiz questions and realise these designs using blocks of code
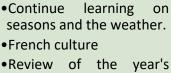- Evaluate work and make improvements

DT
- Weave materials onto a frame to create a beach scene
- Evaluate the weaving and suggest ways to alter or improve the design
- Emma Sewell
- Harriet Wallace-Jones

French
- Continue learning on seasons and the weather.
- French culture
- Review of the year's learning joining learned words into simple sentences.

Geography
- Describe the size, location and position of a physical feature
- Use maps, keys and symbols
- Explore coastal erosion through the physical features of the coastline such as headlands, caves, arches, stacks, bays, beaches, cliffs, sandbanks and sand dunes
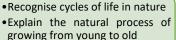
History
- Explore the 'Victorian Seaside' and explain how an aspect of life has changed over time
- Jacques and Jean-Michel Cousteau
- Queen Victoria

Music
- Begin to group beats in twos and threes, hearing the strong beat.
- Compose a piece in a small group that includes a melody on pitched percussion made up of 2 or 3 notes.
- Build on ideas from improvisation, to rehearsal and then to composition.
- Recognise that pitch can be notated on a stave (5 lines).
- Know the names of untuned percussion instruments.

PSHE
- Recognise cycles of life in nature
- Explain the natural process of growing from young to old
- Recognise how my body has changed since I was a baby
- Recognise the physical differences between boys and girls and use the correct names for parts of the body

PE
- Develop hand-eye coordination using a racquet
- Send and receive a ball with control
- Strike a ball effectively using hand-eye coordination
- Link skills together
- Yoga - develop strength and flexibility, boost mental health, wellbeing and self esteem and tackle anxiety

RE
- Understand the importance of different texts in religions
- Learn more about the importance of the Bible to Christians