Religious Education Who is Muslim?

We will recognise the words of the Shahadah and that it is important for Muslims. We will identify some of the key Muslim beliefs about God and the 99 names of Allah and what some of them mean.

Art and Design

We will be looking at how art is represented in different ways, such as paint, print and sculpture. We will also be designing and making our own wallpaper, as well as a sculpture for our home. We will develop the creative, technical and practical expertise needed to perform everyday tasks confidently. We will develop and communicate our ideas through drawing, talking and templates.



Spring Term 2

Computing

Lego: In this unit we will begin to think logically about scenarios. Children will be introduced to the term 'algorithm'. This concept is at the core of coding. The next unit (Maze Explorers), builds upon this, linking logical thought processes to the way that computers are programmed.

Maze Explorers:

In this unit, we will understand the function of the basic direction keys and use them to complete challenges. We will learn how to create and debug a set of instructions, called an algorithm.

We will practise creating a longer algorithm for an activity and give the children the opportunity to set challenges for each other.

We will then add these challenges to a display board on Purple Mash, for the whole class to try.

ΡΕ

Sending and Receiving:

We will develop similar skills to those we will be learning in ball skills, but in addition, we will send and receive a ball with our feet. We will try throwing and catching over a short distance and extend this distance as our skills improve. By the end of this unit, we will be able to apply our sending and receiving skills to small games.



PSHE

Diversity and communities:

We will learn to develop our sense of personal identity and self-worth. We will learn to respect the needs and views of others. We will talk about different cultures within our class community and develop our understanding of the needs of plants and animals.