

English

As Authors, we celebrate the life and writing of William Shakespeare by studying his play, 'The Tempest'. We will explore the style, context and themes of the text. For writing, we will use instructional writing to create a magical potion and persuasive writing to sell the potion.

Science

As **Scientists**, we will find out about plant in more detail, thinking about how they grow. We will observe them closely and investigate their different parts. We will also plant our own.

Maths

As **Mathematicians**, we will begin the term with addition and subtraction using money, using the links between the two operations to solve problems.

We will choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales and thermometers. We will tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.

Values

As **well-rounded Citizens**, we will study British Values and explore how they shape our community.

As **Active Learners**, we will develop our growth mindset.

Term 4 Year 2

The Great Fire of London



RE

As **Theologists**, we will be exploring how the church celebrates Easter. We will also explore why religious celebrations important to people?

Theme

As **Historians**, we will carry on with the Great Fire of London with a focus on Tudor building and St Paul's Cathedral.

As **designers and artists**, we will recreate Tudor houses using different materials. We will develop our ideas about this famous cathedral using drawing, imagination and communication; use charcoal drawing and potato printing to develop artistic ideas inspired by St Paul's before designing, making and decorating a final model Cathedral.

As **Musicians**, we will explore instruments and assemble a piece of music together.

PE

As **Sportspersons**, we will work on communication through team sports (hockey, netball, basketball...etc).

Computing

As **Computer Programmers**, we will use drawing and desktop publishing software to draw and manipulate objects, insert images and text boxes, and create an effective layout.