Learning Challenge – Who has invented important things to us? As scientist we will be answering these questions	 Learning Challenge – Who has made a Difference to the World? Our half term work has a History Focus WOW Moment! Exploring toys and items from when parents were little. As Historians we will be answering these questions: What makes someone a significant person? What makes someone a significant person? Who is Nelson Mandela and what would you ask him if you met him? Why was Princess Diana know as the 'people's princess'? How did our parents learn about Willian Shakespeare? How did your Mum and Dad learn about famous people and how was their life different? What would you like to be famous for and why? 		Narrative – Instructions – Planting a Seed The Disgusting Sandwich
 What are the properties of lego and who invented it? Who was Graham Alexander Bell and what did he invent? Who is Florence Nightingale and why was she important? Why was Linda Buck Brown important when learning about our senses? Key Knowledge: Identify and name different inventors and scientists and understand why they are important. 			As Language Specialists: sequencing sentences to form short narratives, re-reading what they have written to check that it makes sense, beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark and using a capital letter for names of people, places, the days of the week, and the personal pronoun '1' Listen and respond to adults and peers. Gain, maintain and monitor the interest of the listener. Use grapheme-phoneme correspondence when writing simple sentences. Key Knowledge: To sequence an order events to re-write a narrative. Use new vocabulary linked to unit of work.
As Design and Technologists: Design purposeful, functional, appealing	As Mathematicians: solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. Pupils should be taught to: recognise, find and name a half as one of two equal parts of an object, shape or quantity and recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.		
products for themselves and other users based on design criteria and evaluate their ideas and products against design criteria.			As Computer Programmers: To understand what algorithms are; how they are
Key Knowledge: To design a windmill for a purpose. To evaluate the effectiveness of the product.			implemented as programs on digital devices
			Key Knowledge: To use a simple code to make an object move. To use codes to solve simple problems.
As Musicians:			
Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music.	As Theologians: To understand different special occasions and what different religions believe.	As Athletes: To master basic movements including throwing and catching. Key Knowledge:	As Citizens: To understand and talk about how we try our best in school and in the wider community.
 Key Knowledge: Confidently sing or wrap 5 songs from memory and sing them in unison To listen to and evaluate music from a range of songs 	Key Knowledge: To understand why new babies are special. To understand how different religions celebrate different special occasions.	To use basic movements in a variety of ways. To be able to throw and catch a ball. To be able to hit a ball with a bat.	Key Knowledge: To understand we are all good at different things. How to keep ourselves healthy.