

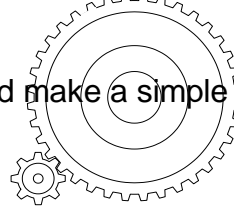
SCIENCE

Learn that plants need light and water to grow healthily.

Investigate the ideal conditions for plants to grow.

DESIGN AND TECHNOLOGY

Design and make a simple board game.



ART

Produce a cityscape painting and understand the relative size of the buildings when painting or drawing.



HISTORY

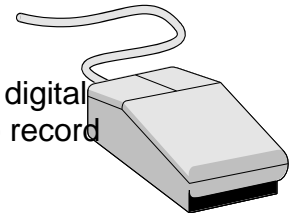
Know who Neil Armstrong is and why he is remembered.

Understand what life was like in a Victorian school.



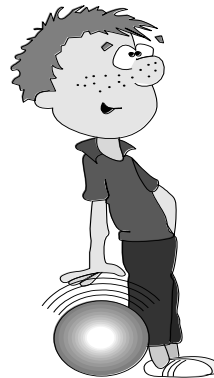
COMPUTING

Learn about digital art and use digital cameras and video cameras to record selected images and activities.



PHYSICAL EDUCATION

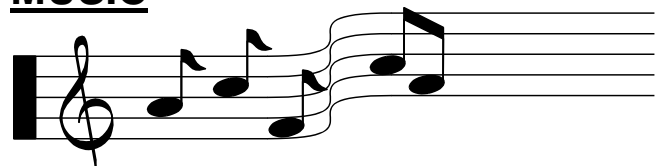
Understand the importance of fair play and honest competition when playing simple competitive games.



RELIGIOUS EDUCATION

Learn that the bible is a special book to Christians.

MUSIC



Enjoy singing a variety of songs including songs which reinforce mathematical skills, pulse and rhythm.

Improvise with a selection of untuned percussion instruments to accompany class singing.