

- reference books
- 1b reading books that are structured in different ways and reading for a range of purposes
- 1g exploring vocabulary
- 4 – Proof read for errors
- 5 – Read own writing aloud
- Persuasive posters about water conservation
- Water poetry
- Underwater world stories

- history
- water art by artists such as Monet and
- sea creature mosaics
- underwater scenes using watercolour

Design & Technology

- 1a-b Design
- 2a-b Make
- 3a-c Techniques
- 4a-c Evaluate

Design a water theme park

Mathematics

- Measurement
 - 1-measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
 - 2- measure the perimeter of simple 2-D shapes
 - 3- add and subtract amounts of money to give change,
 - 4- tell and write the time from an analogue clock, including 12-hour and 24-hour clocks
- + and -
 - 1 - + and - numbers mentally including 3 digit and ones, 3 digit and tens, three digit and hundreds.
 - 2 - + and - up to 3 digits using formal written methods
 - 3 – estimate the answer
 - 4- Solve problems including missing numbers
- X and /
 - 1 – recall and use x and / facts for 3,4 and 8 times tables
 - 2 – Write and calculate mathematical statements for x and /
 - 3 - Solve problems including missing numbers
- Fractions
 - 1-7

Modern

Language

- 1 – 11
- Learn French vocabulary for sea creature

History

Science

Light

- Recognise that they light need in order to see things and that dark is the absence of light
- Notice that light is reflected from surfaces
- Recognise that light from the sun can be dangerous

Physical

Education

- 1 - use running, jumping, throwing in isolation and in combination
- 2 – play competitive games and ap

Wow Factor/Launch

End product: