

Computing	Religious Education	Music	History
<ul style="list-style-type: none"> To know to tell an adult when something is unexpected or worrying online To use links to websites to find information To describe the actions and order needed to make something happen and to begin to talk about this as an algorithm To save and open files To watch a program and spot where it goes wrong in order to debug it 	<p>Why did Jesus teach The Lord's Prayer as the way to pray?</p> <ul style="list-style-type: none"> To understand the importance of prayer for Christians. To know the meaning of The Lord's Prayer: God the father as a loving and trusting figure; trust in God for providing daily needs; forgiveness; temptation and praise. 	<ul style="list-style-type: none"> Show awareness of tempo Listen and appreciate extracts from 'The Nutcracker' Imitate staccato style music to achieve a mechanical sound Select particular instruments to create the desired effect Create a signature tune for a toy character Use a graphic score to play the created tune in exactly the same way on another occasion Perform own scores to peers 	<ul style="list-style-type: none"> Develop an awareness of the past, using common words and phrases relating to the passing of time. {before, after, a long time ago, past} Identify differences in ways of life at different times Find out about the past through a range of sources of information. Observe and explore a variety of old and new toys and discuss why they might think they are new or old toys Place toys in chronological order Be able to communicate historical understanding in a range of ways. To ask and answer relevant questions.
Art and Design	Design and Technology	P.E.	PSHE
<ul style="list-style-type: none"> Observe details in a toy and represent this in 2D drawing using graded pencils. Mix primary colours to create secondary colours/shades Lighten and darken colours Develop drawing into another medium - watercolour Know about the artist Bruegel Study and appreciate the painting 'Children's Games' by Bruegel 	<ul style="list-style-type: none"> Understand that design should meet a specific purpose. Explore and evaluate a range of moving pictures in books: levers pop ups, sliders, spinners. Design, make and evaluate a moving picture using a slider or spinner. Select from and use a range of materials, tools and equipment for cutting, joining and finishing. Critique, evaluate and test their work and the work of others. 	<ul style="list-style-type: none"> Work co-operatively with a partner and in a group. Perform dances using simple movement patterns, use music and characters from 'Toy Story' as a stimulus. Travel within the space with awareness of others. Stop on command and change direction. Master basic movements, running and jumping, rolling, sliding, curling and stretching. Develop balance, agility and coordination. Travel along apparatus safely and appropriately with an awareness of landing positions. Compose a sequence of movements. Perform to an audience. 	<ul style="list-style-type: none"> To learn about the importance of not keeping adults' secrets, only surprises To learn about the importance of listening to other people and find ways to resolve disagreements To learn about ways in which constructive support and feedback can help others and themselves. To learn about appropriate and inappropriate touch. To learn about ways to resist teasing and bullying and how coping strategies can be used