

English

- To write an exclamation sentence correctly.
- To write questions.
- To create noun phrases.
- To use suffixes and prefixes in sentences.
- To correctly write the days of the week.

Maths

- To count forwards and backwards between 50 and 100.
- To partition numbers into tens and ones to 100.
- To recognise a range of coins.
- To recognise a range of notes.
- To be able to tell the time on the hour.
- To be able to tell the time to half hour.
- To be able to use number lines up to 100.

History

- To identify how significant people have contributed to national and international achievements- Neil Armstrong.
- To be able to sequence key dates related to space travel.
- To discuss key events from the moon landing.
- To recognize how space travel has changed over the last 100 years.
- To use language relating to the passing time.

Science

- To build structures strong enough to withstand wind.
- To build a waterproof structure.
- To understand the properties of glass and their uses.
- To understand which materials are used to make a variety of furniture.
- To know which materials are suitable for different purposes and why.



RE

- To know what a naming ceremony is.
- To know what worship is.
- To what know what sacred objects are important to people with different worldviews.

D&T

- To name a range of products that use mechanisms and describe how they are used and their purpose.
- To know how wheels and levers move on vehicles.
- To design, make and evaluate a moon buggy and identify key materials needed.
- To know how to use equipment safely and to join materials together.

PE

- To explore running at different speeds.
- To develop balance whilst jumping and landing.
- To develop throwing for distance and accuracy.
- To develop agility and co-ordination.

PSHE

- To understand the life cycles of humans and animals.
- To identify things that have changed about me and things that have stayed the same.
- To know how my body has changed since I was a baby.
- To identify the parts of the body that make boys different to girls and to use the correct names.

Computing

- To find which command moves a sprite.
- To run my own program using a sprite.
- To create an algorithm for each sprite.

Music

- To sing a taught song.
- To compose and record a composition that starts and ends with F and D.