Class: Ruby   Date of project: Terms 1 and 2

What makes my world?

Art- To adopt the style of Guiseppe Arcimbolda to create a collage portrait, using a balanced diet.

DT – Create a healthy snack.

Computing – To use charts and graphs to collect and use data.

Geography- Geography enquiry of Wickwar and recognising countries and capital cities which make the UK.

History- an enquiry into Local History of Wickwar.

Music- To sing songs regularly and follow a range of pitch, using control.

PSHE- Being Me & celebrating difference.

PE- Games - Unit 1: Throwing and Catching.

   Gymnastics – Unit H: High and Low

   Dance – Unit 1: The Cat, Balloons, Reach for the stars

Science- Animals including humans

      Research, observations over time and comparative testing.

RE: How should we care for others and the world and does it matter?

English: Narratives, Instructions and Non Chronological reports.

Maths: Place Value, addition and subtraction and shape.

In Term 1 & 2 we will be using the following text:

To immerse our learning environment in Term 3 and 4, we will be creating Wickwar inside the class.

The children shall create their own homes which shall make our unique high street as well as creating prominent features of Wickwar, including the Electric Oak, Lower Woods and the Clock Tower. These features shall create small spaces/zones for learning.

The class will have a maps and aerial photo of Wickwar as well as other supportive resources.

Project launch:	Project One:	Project Two:	Project Three:	Project 4:	Project 5:	Project Outcome.
Building our house day.	What keeps us healthy? Create a portrait in the style of Gueseppe Arcimbolda.	Where do we live? Create a non-chronological report of Wickwar	Why should we look after our local area? Create persuasive posters on who to help in Wickwar.	How can we raise money for our local area? Sell healthy snacks	How can we make others aware of local needs? Create a performance where we can raise money.	Singing performance with healthy snack sale.