

Dinosaurs! - Spring 2018

Science	<p>Use of Everyday Materials</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none">• identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses• find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
History	<ul style="list-style-type: none">• the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods
Geography	<ul style="list-style-type: none">• use basic geographical vocabulary to refer to:<ul style="list-style-type: none">• key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather• use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
Computing	<ul style="list-style-type: none">• recognise common uses of information technology beyond school• use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
Art & Design	<ul style="list-style-type: none">• to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
D&T	<ul style="list-style-type: none">• Technical knowledge; Explore and use mechanisms [for example, wheels and axles], in their products.• Make: Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Music	<ul style="list-style-type: none">• use their voices expressively and creatively by singing songs and speaking chants and rhymes
P.E.	<ul style="list-style-type: none">• master basic movements including running, jumping, throwing and catching, and begin to apply these in a range of activities• perform dances using simple movement patterns.