



Happily Ever After

In this topic, we will be learning and re-telling lots of stories using new words and story maps. We will then be performing the different stories that we have remembered using actions, different voices and puppets.

DT

I can draw and label a plan for my puppet.

I understand how puppets are made and what they are used for.

I can measure, cut and glue felt or card and add features to my character's design .

I can use tools, such as, scissors and staplers to cut and join my materials safely.

can say what I liked or disliked about my puppet and what I might do next time and test to see if my product work.

Drama

I can use my voice and body to create different characters.

I can understand how different characters feel.

I can perform different fairy-tale stories using actions and puppets.

Computing

I can make a prediction about what device will do after certain buttons are pressed.

I can follow a set of simple instructions.

I can discuss different directions.

I can program a Beebot to move around a mat using 2 different routes.

I can de-bug my Beebot when it does not reach the correct place.

Music

I can play and sing pieces of music, starting and finishing together.

I can sing traditional songs, nursery rhymes and chants clearly.



RE

What is creation?

What might some Christian and Jewish people think about creation?

What do some Hindu people believe about creation?

What do creation stories suggest to some people about God?

Where did the world come from?

Hillstone Life Skills

To understand that families look after us.

To begin to understand the importance and characteristics of positive friendships.

To recognise how others show feelings and how to respond.

To begin to understand how friendships can make us feel.

To begin to understand that friendships can have problems but we can overcome them.

To begin to understand that being friendly to others makes them feel welcome and included.

To begin to understand what is meant by a stereotype.

Hillstone Values focus: Resilience