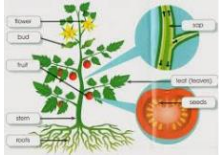


Science and DT:

- naming parts of a plant
- exploring seeds and bulbs
- looking at the different things / conditions that plants need to grow
- growing a variety of plants from seeds and using these to make sandwiches
- finding out about where our food comes from



Geography:

- looking at how farm machinery has changed over time
- www.youtube.com/watch?v=BC5rFsSWM_Q
- visit from a local farmer to look at old and new tractor
- visit to Museum of East Anglian Life



PSHE:

- focus on our value of 'Caring'
- care of plants / ourselves / healthy eating
- care of the elderly linked to Jim and the Beanstalk
- The Lost Wolf – issues of sustainability / environment / endangered animals



English:

- using Jack and the Beanstalk, along with The Enchanted Wood to explore imaginary worlds.
- character profile of a poisonous plant which has escaped from the local garden centre!
- writing instructions for planting seeds / designing our own seed packets. What information does the gardener need to know?

Other topic related stories to use:

Titch

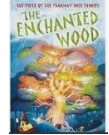
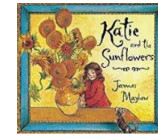
Katie and the Sunflowers

Oliver's Vegetables

The Tiny Seed

The Enormous Turnip

The Growing Story



Computing:

Year 1 Unit – Algorithms

Key Stage 1 Summer – 1st half Plants Growing and Changing

RE: Christianity 'Stories and Books'

What did Jesus teach about God in his parables?

Exploring

- what is a parable?
- can we find meaning in a parable? What are the messages in 'The Lost Sheep', 'The Lost Son', 'The Good Samaritan'?
- how are Jesus' stories passed on and who passes them on?
- visit from the Open the Book team



PE: Athletics

- focus on running activities
- fun races linked to gardening (collect wellies, watering cans, gardening gloves, seed pots etc)

Striking and Fielding

- focus on attacking and defending skills such as used in rounders



Music:

Using the BBC School's radio broadcast to explore the story of, and songs related to, Jack and the Beanstalk.



Maths:

- continuing to follow the White Rose project.

Active Maths:

- sorting 2D and 3D shapes using Venn and Carroll diagrams (make on the playground using hoops etc)
- making 'human' graphs on the playground (draw the x and y axis, children to sit in the right place according to the criteria e.g. blue / brown / green eyes etc)
- treasure hunt, answer the question on the card to find the next clue hidden in the school grounds

