

Kingsweston Centre @ Shirehampton

History:

Pupils will find out what seaside holidays and resorts were like in the past and compare these to how they are today.

Pupils will look in detail at Victorian seaside activities and compare these to their modern day equivalent.

Pupils will explore and identify Victorian seaside artefacts such as clothes and games.

Geography:

Pupils will be identifying key physical and human features of the seaside such as the beach, cliff, sea, harbour and shop.

Pupils will be locating seascides on a map using aerial photographs to recognise key human and physical features.

WOW Events (Covid dependent):

Weston super Mare trip to experience a traditional British seaside visit first hand.

Homework:

Reading signs and labels in the environment.
Telling the time during the day.

Topaz

How did people have fun in the past?



Art:

Pupils will experience activities to develop and improve a range of art and design techniques such as, colour and texture using pencil, paint and collage.

PSHE:

Pupils will be following the Jigsaw programme; Relationships. We will focus on relationships with our friends and family.

PE:

Tuesday: Pupils will participate in weekly PE sessions led by a specialist sports coach.
Thursday: Pupils will be learning and practising calming chair yoga.

Computing:

Pupils will take part in creating and editing stop motion animations.

Literacy:

Pupils will be beginning to understand what a diary is and identifying the features.
Pupils will be writing their own diary entry as a Victorian school child going to the seaside.

Pupils will be beginning to understand what a play script is and identifying the features.
Using the story 'Sharing a Shell' Pupils will order the story and rewrite their own version, focussing on sentence structure.

Pupils will also continue to develop their phonics and comprehension skills.

Maths:

Calculation – understanding the concept of adding more by combining two groups of objects together, adding and subtracting one and two digit numbers. Multiplying numbers by 2, 5 and 10. Solving problems using multiplication, addition and subtraction.

Time – recording time in hours, minutes and seconds. Telling and writing the time to five minutes and drawing hands on a clock face to show these times. Stating the number of minutes in an hour and hours in a day.