



Key Text: Ralph Tells a Story by Abby Hanlon



Warrenwood Curriculum information Autumn Term 2023 Home



In English we will be ...

- Reading and discussing an increasingly wide range of fiction
- Writing our own personal narratives
- Considering characters' thought and feelings
- Writing newspaper reports
- Writing letters based on personal experience.



In Science we will be ...

- Exploring living things and their habitats
- Learning about animal and plant adaptations
- Learning about food chains

In Geography we will be ...

- Locating the UK on a world map and map of Europe
- Naming locations in the UK
- Identifying features of the UK
- Considering how London has developed and grown



In RE we will be ...

- Learning about Buddhism
- Thinking about teachings of happiness

In Design Technology we will be ...

- Learning to use applique and cross stitch
- Designing our own puppets on the computer
- Making and evaluating our own puppets



In Computing we will be ...

- Looking at the accuracy of search engines
- Considering online advertising
- Identifying the difference between fact, opinion and belief
- Thinking about limiting screen time



In Maths we will be ...

- Counting forwards and backwards in 1s, 2s, 5s and 10s.
- Learning about place value and ordering numbers
- Learning our times tables
- Measuring length using different units of measurement

In PE we will be ...

- Learning tag rugby skills, including defending and attacking
- Playing mini games

In RSHE we will be thinking about ...

- Transition and change
- What makes us who we are
- The importance of mental health

Our value this term is **The Essendon Way**.
We will be asking...

- What are the school Golden Rules?
- How can we work together to help others?

Reminders...

- Make sure you read at home every night and sign reading records.
- PE takes place on a **Tuesday**.
- Outdoor shoes or Wellingtons on Fridays and coats everyday please.
- Spelling tests are every **Thursday**.
- Times tables will be tested on a **Friday**