MATHS

Working hard on the four operations and times tables facts during this half term will really benefit our learning further on in the year.

We will focus on addition and subtraction, multiplication and division, place value skills and our times tables!

RE

This half term we will be learning about the importance of synagogues in Judaism and the Bible in Christianity.

We'll also look at the themes present over Christmas celebrations.

NAVIGATORS 2 AUTUMN TERM 1 CURRICULUM

ENGLISH

Our class novel, "Holes" will be the basis of our English learning this half term.

We will start by writing a narrative focussing on character, plot and dialogue.

Then we will transform ourselves into a character from the story to write a recount text from their point of view.

PE

Navigators 2 will have a swimming session each week this half term. As well as CoJo sessions, our focus game is Grid Rugby which will really help us to build our team work skills.

READING

We are starting a new exciting style of Guided reading in class where we will explore our class novel "Holes" as well as books that are matched to each of our reading level.

LMTW - A World of Bright Ideas

"A World of Bright Ideas!" is a thematic unit which focuses on the creative process of invention and design, with learning towards history and design technology. Pupils will look at important inventions over time, before moving on to learning about more current issues such as patenting and copyright. They will have the opportunity to actively engage in the design and make process, looking at the steps involved from generating a concept to producing a commercially viable product.

LMTW - A World of Bright Ideas

This unit teaches the following subjects:

 $\textbf{\textit{Computing}} \ \textbf{-} \ \textbf{To} \ \textbf{use} \ \textbf{\textit{computer}} \ \textbf{\textit{programming}} \ \textbf{\textit{software}} \ \textbf{\textit{to}} \ \textbf{\textit{make}} \ \textbf{\textit{a}} \ \textbf{\textit{working}} \ \textbf{\textit{numeracy}} \ \textbf{\textit{game}}.$

Design and Technology - To research, design, make and evaluate a new brand of greeting card company.

Music - To look at the origins and evolution over time of the guitar and flute.

History - To learn about important inventions from the past and their influence on products used today.

Science - To identify the effects of gravity, air resistance, water resistance and friction while also looking at the use of some mechanisms, levers, pulleys and gears.