



In our Curriculum Newsletter, you will find out what the children are learning about this term and the key vocabulary they will be taught. At home, you could help your child in their learning by exploring the definitions of the language they will be taught.

Learning Driver: Geography

This term, our learning driver is Geography. We will be learning about the tropical island of St. Lucia. We will be helping Scaredy Squirrel to find out all about the island so that he can go and visit his friend Matty Monkey. First, we will find out where the island is, in relation to England, and find out how close it is to the equator. Then we will find out about the human and physical features of the island and compare them to those in the U.K. We will also explore the tropical rainforests on the island and identify the different layers and the animals that live there. There will also be a St. Lucia day to look forward to later on in the Spring Term! More information will follow.



Key Vocabulary:

Rainforest	A dense warm and wet forest.
Equator	An imaginary line around the centre of planet earth.
Tourism	The movement of people from one place to another due to people being attracted to the area.
Compass	North, South, East and West.
Tropical Climate	Warm temperature that exceeds the average amount of sun.

P.E.

In P.E. this term, we will be practising our ball skills. We will be learning how to pass a ball, with control, in an under arm and chest pass. We will then use these skills to explore the principles of Netball and have a go at playing some simple point scoring games. We will then be learning how to pass a ball, with accuracy, using our feet by practising our dribbling skills. Again, we will then apply these skills in simple games of Hockey. Finally, this term we will be exploring the inclusive sport of Boccia (pronounced bocha). Boccia is a target ball sport which tests both muscle control and accuracy. Once we have become familiar with the rules and the equipment, we will compete against each other in small teams.



Key Vocabulary:

Accuracy	Being correct or precise.
Attacker	Someone in a sports team who tries to score goals or points.
Defender	Someone in a sports team who tries to stop goals or points.
Chest Pass	To pass the ball pushing out from your chest.

Dates for the Diary:

05.01.26 Aladdin – New Year pantomime
23.02.26 Book Week
27.02.26 Book Week Dress Up Day

Music:

In Music this term, we will be learning all about the difference between a steady beat and a rhythm pattern. We will be practising keeping a steady beat using body percussion (clapping our hands) and a selection of untuned instruments. Once we are able to do this confidently, we will use the Boomwhackers to follow a rhythm pattern. This is where the beat changes and does not stay the same. Boomwhackers are lightweight, hollow colour-coded tubes that are tuned to a musical note by their length. Finally, we will compose, rehearse, perform and evaluate our own four line rhythm patterns.



Key Vocabulary:

Steady Beat	A beat that stays the same.
Duration	The length of a piece of music.
Rhythm Pattern	A beat that changes creating a rhythm pattern.

20.03.26 Red Nose Day
20.03.26 St. Lucia Day
23.03.26 Easter Celebrations

Science	
In Science this term, we will be gaining a greater understanding of humans and animals. We will be learning how to group animals by looking at their characteristics e.g. where they live or whether they lay eggs or not. We will be looking at how animals survive and the concepts of predator and prey. After half term, we will be looking at humans as living things. We will be exploring the concept of living and non-living and understanding the difference between living things and manmade objects.	
Key Vocabulary:	
Characteristics	The parts of each animal which help determine which group they are from.
Predator	An animal that catches its food.
Prey	An animal that is caught and eaten by another.
Manmade	Something that has never been alive, that is made.

Religious Education	
In R.E. this term, we will be exploring the concepts of remembering and beliefs. We will be looking at the Hindu story of Holi and how this helps Hindu's to remember that good triumphs over evil. After half term, we will be looking more closely at the Easter Story and the beliefs of Christians at this time. We will discuss how this is a very important time for Christians as it confirmed people's faith in God. We will end the term with our exciting Easter celebrations before the holidays. More information will follow after half term.	
Key Vocabulary:	
Remember	To bring something back to our mind and recall what happened at the time.
Importance	Something that holds a deeper meaning for you.
Belief	A firm thought that something is true.
Vishnu	Hindu god known as the preserver.

Computer Science	
In Computer Science this term, we will be continuing to develop our understanding of algorithms by using Scratch Junior to learn how to use coding to create our own digital story. We will first learn how to make digital objects hop, turn grow and shrink before working on our own digital story. We will also be continuing on our e-safety journey, furthering our understanding of how to stay safe in the digital world.	
Key Vocabulary:	
Coding	A set of rules or instructions given to a piece of digital technology.
Digital World	This is using and controlling the internet, digital devices and technology.
E-Safety	Understanding how to stay safe in the digital world.



Art and Design	Key Vocabulary:	
In Art and Design this term, we will be exploring joining materials and design pictures with moving parts. We will be linking our learning to our Book Week author Simon Murray, who is the author of the Icky Doodah series of books. We will be exploring design, construction, suitability to purpose and evaluating our creations before having a go at using them in class.	Lever	A rigid bar resting on a pivot.
	Mechanism	A system of moving parts working together in a machine or a piece of machinery.
	Evaluate	To judge or provide your opinion to calculate the quality, importance, amount or value of something.

