

# SPRING 2 -

## HOW HAVE HOLIDAYS CHANGED?

This term we are investigating how seaside holidays have changed. We will explore what holidays were like in the Victorian times and how this impacts seaside holidays today. Punch and Judy will also be visiting our school for a Puppet workshop! Our PE days are Monday and Friday.

### Maths

Multiplication and Division:

To recall and use multiplication and division facts for the 2, 5 and 10's.

To calculate mathematical statements using  $\times$ ,  $\div$  and  $=$ .

To show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.

To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

### English

We will explore narratives, specifically journey stories, creating our own journey story based on a familiar text.

We will also be writing to persuade!

We will explore persuasive techniques and apply them into a letter format.

### Science

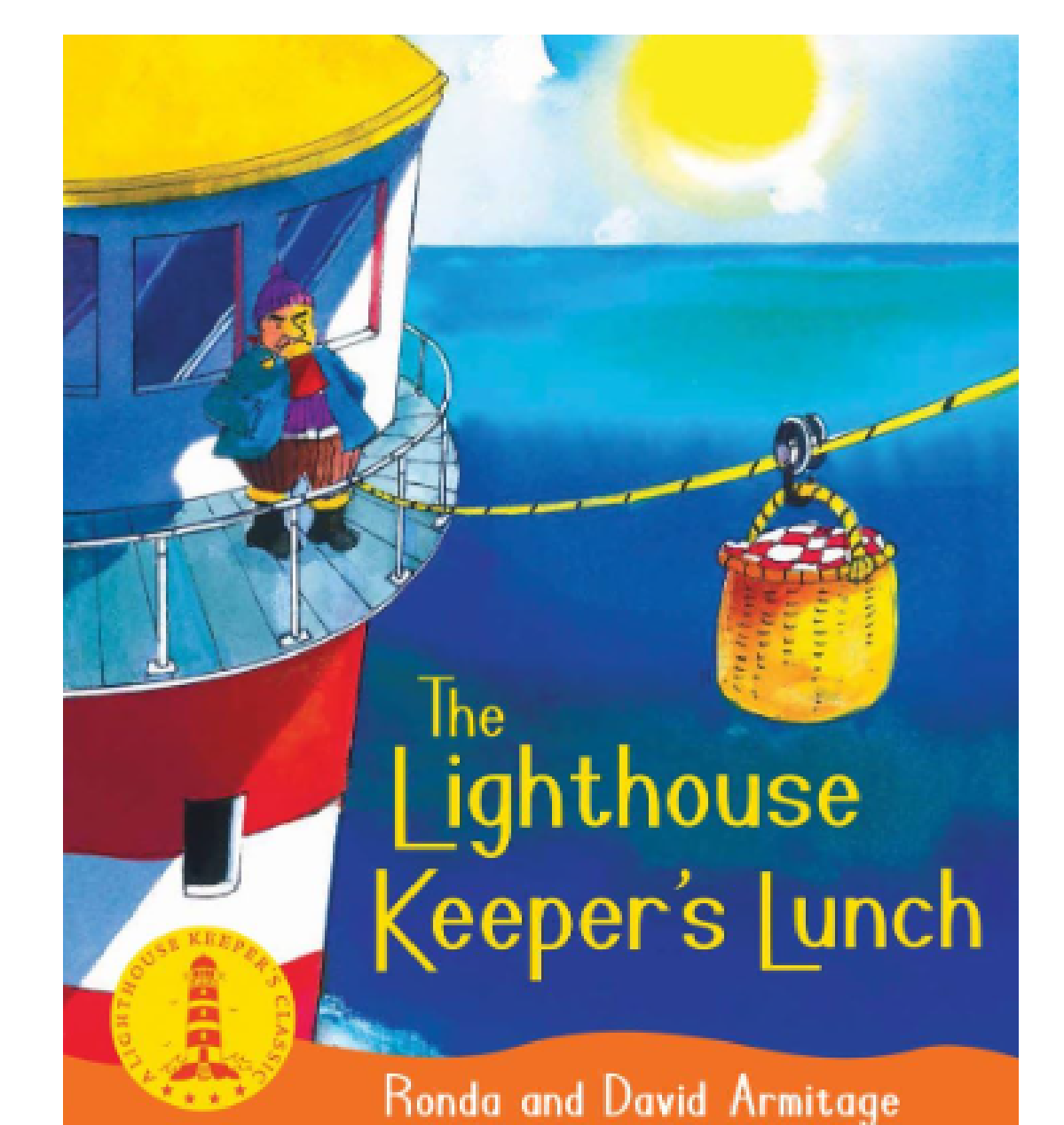
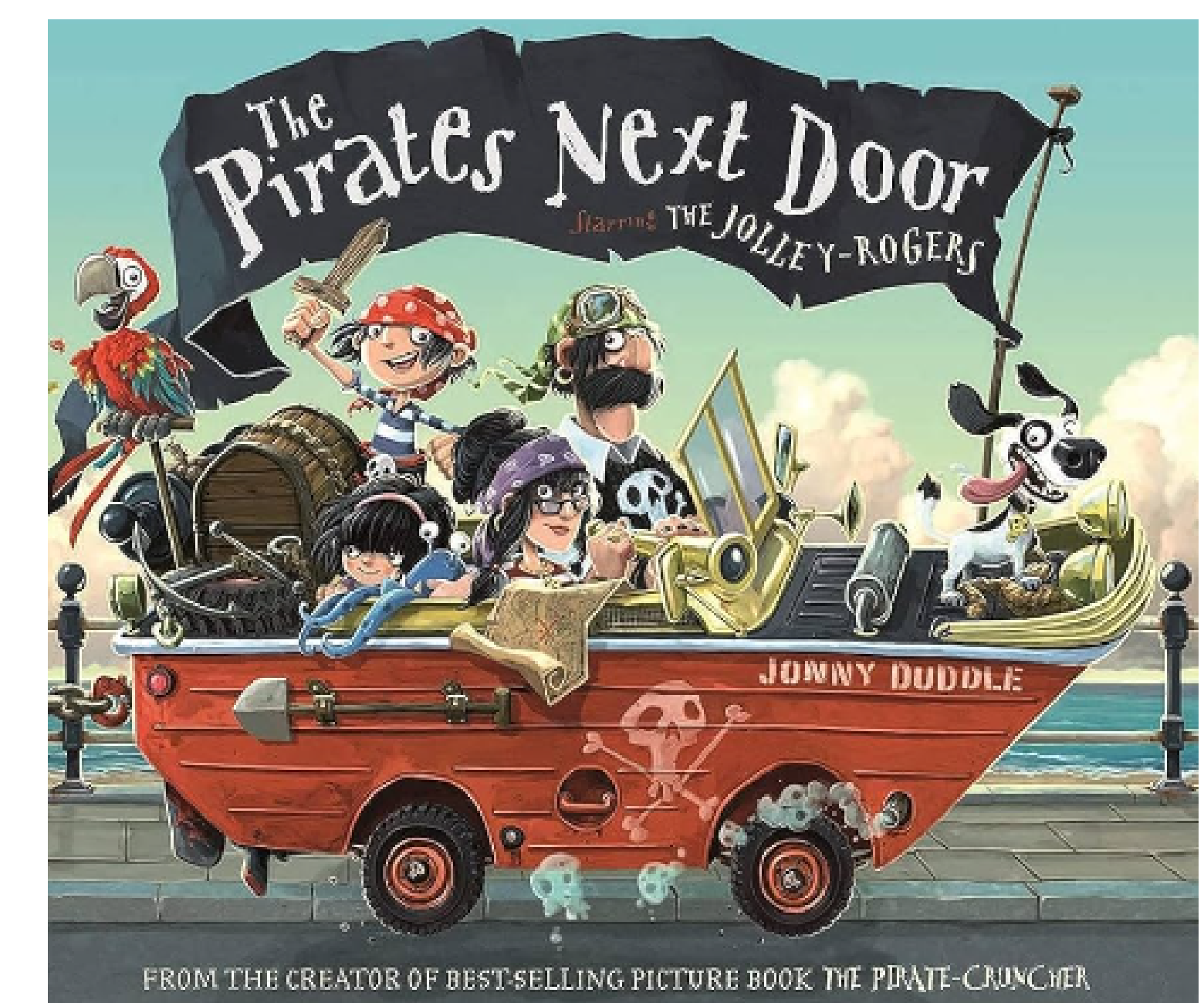
To recall what plants need in order to grow

To explore seeds and bulbs and understand their functions.

To identify the lifecycle of a plant

To know the impact of the work of Tanesha Aleen.

### Key Texts



### History

To use sources to describe what the seaside was like in the past

To identify changes within living memory of local seaside resorts.

To explore why people may have chosen different holiday locations.

To identify the similarities and differences, changes and impacts of seaside holidays throughout time.

### DT

We will research a variety of different puppets.

We will design our own puppet.

We will create our own puppet using a variety of different joining techniques.

### RE

To explain things I am thankful for.

To know how the festival of Holi is celebrated around the world.

To know the story of Holika and Prahalad.

To understand how thankfulness is shown in Bible stories.