

**ENGLISH:**

Story re-telling and sequencing  
 Story planning and writing – change what is at the top of the beanstalk.  
 Character descriptions  
 Drama work  
 Non-chronological report about weather phenomenon  
 Write and perform your own weather forecast (See computing, science and geography links).

**TEXTS TO BE READ:**

Jack and the Beanstalk  
 The Enormous Turnip  
 Wild Weather (Oxford owl)

**SPAG:**

Adding –er and –est (Comparative sizes, enormous turnip)  
 Synonyms – adjectives  
 Dictionary skills  
 Exclamation marks

**SCIENCE:**

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees
- Identify and describe the basic structure of a variety of common flowering plants, including trees.
- Plant beans and identify changes in growth.
- Identify different types of weather.
- How to dress appropriately for the weather.
- Learn how to understand the weather forecast.
- Understand that some types of weather are dangerous.

**ENRICHMENT:**

**ART, DESIGN & TECHNOLOGY:**

Observational drawings of plants and trees using a variety of media

**TOPIC TITLE:**

**PLANTS AND WEATHER**

**Starter – Plant seeds**

**Showcase – parent showcase of work**

**MATHS:**

**Mathematics mastery**  
**Units 12, 13 and 14**

**R.E./PSHE:**

**Looking after our environment**  
**Living by God’s rules – the ten commandments**  
**The boy who threw stones at trees – looking after plants (Qu’ran story)**  
 Noah’s ark and the flood – being kind and doing the right thing.  
 The two builders story and the flood – good decisions and bad decisions  
  
 Emotions – feeling scared and feeling safe. (Thunderstorms)  
 Being safe in the sun

**PE/SPORT:**

**MUSIC:**

Charanga Year 1 Unit 4 – Round and Round

**HISTORY: - N/A**

**GEOGRAPHY:**

Map of the UK – countries and capitals  
 What would the weather be like in different places around the world?

**COMPUTING:**

Use the ipads to record themselves presenting the weather reports they have written. (Possible app?)  
 Investigate!