1 Term 3 : Renaissance			
Paragon	Renaissance	What do clothes teach us about people?	
History		-I can recognise that some objects belonged to the pastI can ask and answer questions about old and new objectsI can spot old and new things in a picture.	
Geog		-I can explain some of the main things that are in hot and cold placesI can explain the clothes that I would wear in hot and cold places.	
Science	Materials	Materials- properties & changes Links to clothing/fabrics, keeping warm and dry. -I can sort materials. -I can investigate whether materials are waterproof.	
Art & DT	Masks & Portraits	ART -I can create a repeating pattern in print I can ask questions about a piece of art	
Jigsaw	PSHE & RE	PSHE Theme: Dreams and Goals	RE Jesus' Miracles Could Jesus really heal people? Were these miracles or is there some other explanation? Christianity
	Music	Charanga scheme & Renaissance Music	
	ICT	We are painters Illustrating an eBook	
Literacy	Cross- curricular	Fiction Stories with Familiar Settings Poetry Weather poems Non Fiction Persuasive Letter writing	
Maths	Numicon	Locate 2-digit numbers on a bead string. Use language of equal to, more than, less than (fewer), most, least Count, read and write numbers to 100 in numerals. Estimate a quantity. Begin to see 2-digit numbers as some 10s and some 1s. Identify one more and one less, any number up to 100 from any given number. Count in multiples of 2s to 20, 5s to 50. Know number bonds to 5, 6 and 7 and derive related subtraction facts. Add 1-digit, 2-digit numbers to 20, including adding a 1-digit number to a 2-digit number by counting on.	Subtract 1-digit and 2-digit numbers to 20, including subtracting a 1-digit number from a 2-digit number by counting back. Begin to know number bonds to 8 and 9. Add by putting larger number first. Time -Measure and begin to record, sequence events chronologically e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. Begin to tell the time to the hour and half past the hour on digital and analogue clocks. Draw the hands on a clock face to show these times. Recognise, name and sort common 3D shapes e.g. cuboids (including cubes), pyramids and spheres. Sort objects in a variety of ways, including Carroll and Venn diagrams.