		Week 1 3.3.25	Week 2 10.3.25	Week 3 17.3.25	Week 4 24.3.25	Week 5 31.3.25	Week 6 7.4.25
TUESDAY	MATHS KS1 *Mass, Volume, Capacity & Temperature.*	Covering Class 3	**Mass and Volume/Mass, Capacity and Temperature** Y1 – Heavier and Lighter & Measure Mass Y2 – Compare Mass JP Happy Camel . Games . peg + cat | PBS KIDS	**Mass and Volume/Mass, Capacity and Temperature** Y1 – Compare Mass Use Twinkl Resource Year 1 Mass and Weight Measuring Mass PlanIt Maths Lesson 2 (twinkl.co.uk) Y2 – Measure in grams (Take Scales and weight to use for practical exploration.)	**Mass and Volume/Mass, Capacity and Temperature** Y1 – Full and empty Y2 – Measure in kg	**Mass and Volume/Mass, Capacity and Temperature** Y1 – Compare Volume Y2 – Four operations with mass	**Mass and Volume/Mass, Capacity and Temperature** Y1 – Measure Capacity Y2 - Compare volume and capacity
	SCIENCE KS1 *Everyday Materials* Twinkl Plan it		**Why is it Important to Care for Our Planet?** Understand why we need to care for the environment and how nature helps us.	**How Can We Care for Our Planet?** Identify simple ways to protect nature in everyday life.	**Seasonal Changes** To observe changes across the four seasons.	**Spring Walk** Observe and describe how day length varies *in the context of winter to spring.* Observe changes across the four seasons *by looking at how trees and the clothes that we wear change from winter to spring.*	**Scientists & Inventors – George James Symons** Observe and describe weather associated with the seasons *by measuring rainfall with a rain gauge.*
	SCIENCE KS2 *Forces and Magnets* Hamilton Trust	**May the force be with you!** Compare how things move on different surfaces. Compilation of forces in action - 1st level Science - BBC Bitesize	**Acting Forces** Notice that some forces need contact between two objects, but magnetic forces can act at a distance.	**Magnetic Attraction** Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials.	**Poles Apart** i)Observe how magnets attract or repel each other and attract some materials and not others. ii) Describe magnets as having two poles.	**Magnetic Fun Time** Predict whether two magnets will attract or repel each other, depending on which poles are facing.	**DT - Moving Monsters** Make a Moving Monster
THURSDAY/FRIDAY	MATHS KS2 *Y3 Mass & Capacity* *Y4 Area & Position & Direction*	**Y3 Mass and Capacity** **Y4 Area** Y3 – Use scales Y4 – Count Squares	**Y3 Mass and Capacity** **Y4 Area** Y3 – Measure mass in kilograms and grams Y4 – Compare Areas Mostly Postie - mobile friendly (ictgames.com)	**Y3 Mass & Capacity** **Y4 Position & Direction** Y3 – Compare Mass Y4 – Plot Coordinates	**Y3 Mass & Capacity** **Y4 Position & Direction** Y3 – Measure capacity & volume in millilitres Y4 – Translate on a Grid	**All - Equivalent capacities and volumes (litres and millilitres)**	**All - Add and subtract capacity and volume**
		Y3 Mass & Capacity **Y4 Area** Y3 – Measure in grams Y4 – Make Shapes	**Y3 Mass & Capacity** **Y4 Position & Diction** Y3 – Equivalent Masses (kilograms and grams) Y4 – Describe Position Using Coordinates	**Y3 Mass & Capacity** **Y4 Position & Direction** Y3 – Add & Subtract Mass Y4 – Draw 2D Shapes on a Grid	**Y3 Mass & Capacity** **Y4 Position & Direction** Y3 – Measure capacity and volume in litres and millilitres Y4 – Describe Translation on a Grid	**All - Compare capacity and volume**	**All – George's Marvellous Medicine Capacity**
	ENGLISH KS2 Hamilton Trust	**World Book Day!** Adobe Express Book Challenge – Literacy Shed Read Chapter 1 of George's marvellous Medicine	**George's Marvellous Medicine** Describe the characters of George and his Grandma using a range of character adjectives.	**George's Marvellous Medicine** Skim and scan two chapters of the text to plot George's journey around his house and identify which ingredients he finds.	**George's Marvellous Medicine** Write their own method for creating a medicine (or antidote) of their own using a variety of different word types.	**George's Marvellous Medicine** Explore the features of an incident report and using interviewing techniques generate questions and answers that will support the writing of a witness statement.	**George's Marvellous Medicine** Children edit their writing drafted in the previous lesson.

		George's Marvellous Medicine Use hot-seating to explore the thoughts and actions of a character.	**George's Marvellous Medicine** Explore the ingredients to their own medicine to create a list poem using commas. They will also investigate rhyming words.	**George's Marvellous Medicine** Create a list of ingredients they would use in their own medicine (or antidote) using alliteration and quantifying determiners.	**George's Marvellous Medicine** Use inverted commas to punctuate a conversation between George and Grandma.	**George's Marvellous Medicine** Write a police witness statement recounting what happened to Grandma after she took George's medicine.	**George's Marvellous Medicine** Make a 'Marvellous Medicine'.
	ICT KS2	**Programming – Events & Actions** Moving a Sprite	**Programming – Events & Actions** Maze Movement	**Programming – Events & Actions** Drawing Lines	**Programming – Events & Actions** Adding Features	**Programming – Events & Actions** Debugging Movement	**Programming – Events & Actions** Making a Project
	ART Access Art	**Finding the Marks** Look at the work of Alice Kettle and Hannah Rae use sketchbooks to make visual notes. Use the Access Art 'finding the marks by artists' resource to explore various artists work.	**Hokusai** Chn explore and discuss the work of Japanese artist Hokusai looking at his 36 views of Mount Fuji series. See Art Spotlights 'Ways of Looking at Art with Children. Use mixed media to create Hokusai inspired paintings. The Great Wave Art Project | Deep Space Sparkle Art Spotlight: Hokusai's Thirty-six Views of Mount Fuji (artclasscurator.com)	**Clay Bowls** Hokusai and Usaka Koji inspired Clay vessel Japan – Ceramics Inspire Painting and Painting Inspires Ceramics (accessart.org.uk)	**Glaze Bowls** Glaze bowls and then scratch into the glaze using various tools.	**DT – Moving Monsters** Investigate Pnematics and find out how it works and to design a moving toy.	**DT – Moving Monsters** Evaluate moving monsters