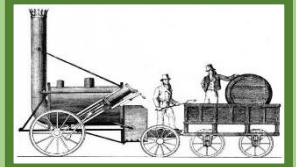
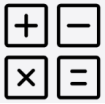




Transport through Time Topic

– Autumn term 2 2026



English 	<p>This half-term, we will write instructions inspired by <i>How to Catch a Star</i> by Oliver Jeffers, information texts about trains and descriptive narratives based on the short film <i>The Snowman</i>.</p> <p>We will develop our use of coordinating and subordinating conjunctions, simple noun phrases and exclamation sentences, while continuing to focus on finger spaces, capital letters and full stops.</p>
Maths 	<p>This term we will be looking at place value, doubling and halving, addition and subtraction, multiplication, division, data, money, time and shape and weight.</p>
Science 	<p>We are learning about seasonal change, specifically the changes that happen in the environment, day lengths, weather and behaviour of animals as we move from autumn to winter.</p>
History 	<p>We will be learning about George Stephenson's invention of the steam locomotive, which is a significant event in history.</p>
Geography 	<p>We will learn the names of the capital cities in the UK and be able to name and locate the seas that surround the UK.</p>
RE 	<p>We will explore stories from Christianity and Judaism in which light is an important symbol. We will learn what these stories teach us about key beliefs and discover how Christians and Jews use the symbolism of light to guide their everyday lives.</p>
Art and DT 	<p>We will explore different painting techniques to create firework pictures. In DT we will be making moving pictures.</p>
Music 	<p>We will explore dynamics, pulse and beat groupings, create and perform rhythms using notation, and develop our ensemble skills through listening, composing and performing together.</p>
PE 	<p>We will develop gymnastics skills by rolling, stretching, curling, balancing and travelling safely. We will create and perform movement sequences independently and with partners.</p>
Computing 	<p>We will learn how to create simple animations by programming characters to move and tell stories. We will select commands, combine instructions, change values, understand sprites and their individual instructions, and design and use algorithms to create our own programs.</p>
PSHE 	<p>We will explore different family structures, relationships, responsibilities, feelings and safety. We will also learn about money, where it comes from, and choices around spending and saving.</p>