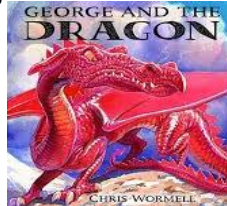


English We will writing stories based on the story of **George and the Dragon**. We will continue enjoying the very popular Mrs Wordsmith vocabulary program with the children, in addition to our well established No Nonsense Spelling program (where everyone is doing a great job in spelling tests each week).



Science Cheetah class children will be learning about **our digestive system** and how we absorb the nutrients we need from the food we eat. We will also be learning about the importance of **looking after our teeth**.

Music **This term we will be focussing on singing** .We will be learning our new Sign2Sing song 'The Greatest Day', and learning about the instruments in the orchestra.

Maths All our children will be delivered their maths curriculum using either the TEACCH method (short burst core skills activities) or the National Curriculum. There will be a heavy focus this term on core number skills. We will also be practising our new Rock Star Times Tables activities.



Curriculum Overview

Cheetah Class

Spring 2



PSHE-Jigsaw This term we will be exploring **Healthy Me** and learning about looking after our bodies, keeping ourselves clean, eating healthy snacks and enjoying new activities.

Life Skills: This term our theme is Safe, Happy and Healthy. We will be working on our Road Safety, getting out and about in the local area, and learning about Personal Hygiene.

Humanities In History this term we will be learning about the **Pyramids of Giza** and their importance in the culture of Ancient Egypt. We will also be visiting the Ancient Egypt exhibition in the Bristol City Museum and Art Gallery.

Creative Arts-Design and Technology This term we will making Canopic jars, using mod rock to create Egyptian God heads.

RE : This term we will be visiting the Bristol Hindu Temple (postponed from last term). We will be learning about the story of **Easter**.

PE This term we will again enjoy expert PE sessions led by LG Sports, which have proved very popular with the children. We