Lime's Newsletter



Lime Newsletter Summer 1



Can't quite believe the Summer term is already upon us!

It's so lovely to see all the children back at school and ready to start this last term together.

The class team this term consists of Jayne, Madi, Hollie and Ryan.

This half term in Lime we will be covering the following AQA units of work based upon the theme of Amazing Machines

English: We are learning to write for at least two different purposes.

Maths: We are looking at measuring the length, width, height and weight of objects using both standard and non-standard units and identifying objects which are heavier or lighter.

Science: To know what animals and plants need to live and how humans are causing destruction and problems, identifying the parts of a plant and some simple food chains.

Religious Education: To learn and understand about Buddhism.

Design Technology: Investigate, design and make a moving vehicle.

Outdoor Education: We are going to explore the outdoors following safety procedures and make objects using natural materials.

PSHE: We will be talking about and understanding the different types of relationships we have with others.

Computing: We will be learning how to search for things online and how to keep safe when doing so.

Art: We will be looking at the work of Salvidor Dali and exploring natural elements and different mark making tools.

Preparing for adulthood: We are going to be learning the basic rules in the kitchen when cooking and follow a recipe.

Physical Education: Swimming, cricket and trampolining.

Life Skills Challenge: We will be looking at appropriate and inappropriate behaviour as well as learning how to do the laundry.

Physical Education will take place on a Wednesday morning, the 10th and 17th April will be swimming but we will be continuing with our usual PE lessons after that. Outdoor education will take place on a Monday afternoon.

Any concerns or questions please feel free to contact me either before or after school.

Jayne, Maddi, Hollie and Ryan