

## English

- Fantasy stories
- Traditional tales from other cultures
  - Stories about the wild
    - Instructions
    - Recounts
    - The senses
  - Humorous poems
- Monster and dinosaur poems
- Developing speaking and listening skills
  - Handwriting
- Sentence construction and punctuation

## Mathematics

- Estimate amounts and sort by a given criteria
- Measure using the appropriate measures for the context
- Time – put hand on a clock and know where the numbers go
  - Number: Place Value (with 2 digit numbers)
- Number: Addition and Subtraction (with two digit numbers)
  - Use of < and > symbols
- read and write numbers to at least 100 in numerals and in words
  - Fractions – 1/3, 1/4
- Geometry: 2D and 3D shapes and their properties
  - Times tables – 2,5,10

## PE

- Dance
- Swimming and water safety
- Team Games

## PSHE

- MONEY MATTERS  
Understanding finance and money  
Shopping and budgeting  
Risk and debt  
Goal setting and motivation
- WHO LIKES CHOCOLATE ?  
Fair trade  
Globalisation  
Inequalities  
Hunger and poverty  
Media and stereotyping

## Science

**Living things and their habitats** – compare the difference between things that are living and things that are dead. Compare habitats and basic needs for living. Food sources.

**Plants** - Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and a suitable temperate to grow and stay healthy.

## Computing

**We are astronauts** – how to program a beebot to move around the given floor plan.

**We are word processors** - use a range of presentational devices to produce a leaflet using different fonts, sizes, colours and adding images.

## RE

Who is a Jew and what do they believe ?

## Music

- Singing
- Making music with instruments
- Saint Saens – Carnival of the animals



## History

### *Clothes and Carnivals*

Study the composer Saint Saen and the history behind his composition Carnival of the animals.

Look at carnivals across the world and how they came about.

## Art and Design

### *Islands Sculpture –*

- Form, space, shape
- Create designs of islands from imagination
- Use paper mache to create island structures
- Using tint and tone to change colours of paint to achieve effect
- Artist study - Mondrian

## Geography

- Hot and cold countries around the world
  - Parts of the UK
- Capital cities around the world
  - Using globes and maps

## Design and Technology

### *Vehicles and cooking*

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

## Languages

Languages are not part of the Key Stage One curriculum