

## English

- Stories by the same author
  - Quest stories
  - Information texts
    - Recounts
  - Favourite poems
  - Really looking (Haikus)
- Developing speaking and listening skills
  - Handwriting
- Sentence construction and punctuation

## Mathematics

- Read and write numbers to 100 in words and numerals
- Symbols for addition, subtraction, multiplication, division and total/equals
  - Know o'clock, half past, quarter two and quarter past
    - Know clockwise and anticlockwise
- 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

- Outdoor Games
- Swimming and water safety
- Athletics

## PSHE

- PEOPLE AROUND US  
Global citizenship **British Values**  
Support networks relationships and families **Personal Social and Health Education**  
Different identities around the world  
Challenging prejudice
  - GROWING UP  
Growing up and developing  
Changing Relationships  
Managing change  
Preparing for transition

## Science

*Animals including humans –*

- *Know that humans and some other animals have muscles*
- *Recognise the important uses of muscles within the body i.e. for movement, protections etc*
- *Know that humans and some animals have a skeleton*

## Computing

***We are zoologists***

Children apply a range of data handling skills to interpret and record sets of data.

***We are word masters***

Children extend their knowledge about how word documents can be manipulated, adding text boxes, changing layout options, manipulating text and presenting computer based writing for a range of audiences.

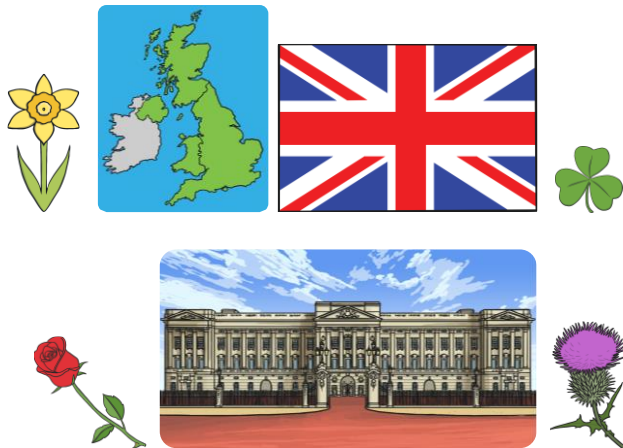


## RE

What makes some places sacred ?

## Music

- Singing
- Making music with instruments
- Play tuned and untuned percussion musically



## History

### *Local History*

- Changes over time focusing on our families, school, locality, homes.
- Timelines
- Language of time – year, decade, century, era

## Art and Design

### *Natural ephemera – pattern, texture*

- Ch sketch leaves/insects
- Create designs onto polystyrene and use a roller with ink to press/ stamp patterns
- Create stamps by using a square of polystyrene on cardboard with handle. Create a printed piece of art by pressing, rolling, rubbing etc
- Artist study – William Morris

## Geography

- Local area study
- Using maps to guide us
- Use maps to show landscape feature
- Know what symbols are included in a Key

## Design and Technology

### *We are fashion designers and bag makers*

- select from and use a range of tools, materials and equipment
- perform practical tasks [for example, cutting, shaping, joining and finishing]
- select textiles and ingredients, according to their characteristics
- Create patterns and designs

## Languages

Languages are not part of the Key Stage One curriculum