

Mathematics

Shape - name 2D and 3D shapes, including the properties and lines of symmetry. Sort 2D and 3D shapes and identify their similarities and differences.

Multiplication and Division - sharing equal groups, odd and even numbers, multiply and divide by 2, 5 and 10, problem solving

Money- recognising coins and notes, count money (pence and pounds) make the same amount with different coins/notes, finding the difference.

Physical development/Personal, social and emotional development

PE - Invasion Games and Gymnastics

PSHE and C - Keeping myself safe

SEAL/RSE - Going for goals

ECM - Being Healthy

Mental Health and Wellbeing - keep learning and take notice

English, Communication and Language

Phonics- Phase 3 + 4 (intervention for small group)
Phase 6 (Taught as a whole class)

Narrative Writing - Writing in Role, retelling and descriptive writing.

Non-fiction Writing - Instructional Writing, Recounts, Diary Entries and persuasive writing.

Whole Class Reading- Applying phonic knowledge, reading texts and gathering information.

GPS (Grammar, Punctuation and Spelling) - Suffixes and prefixes, commas, apostrophes for possession

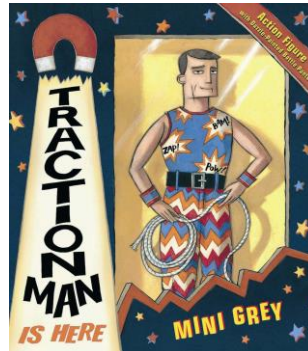
RRSA- Linking UN convention articles into teaching.

Spring 1 - Year 2

DRIVER - Legacy

Understanding of the World

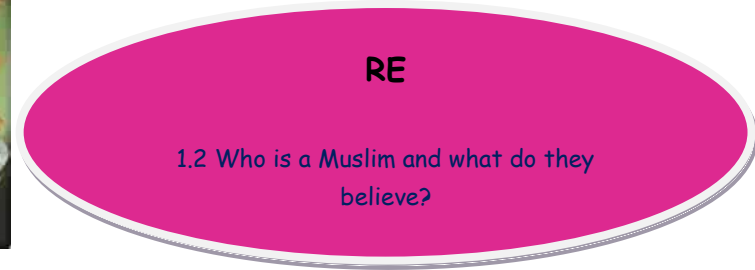
History - Recount and record at least 3 facts from a historical event or life. Recognise at least 2 similarities and differences between life in different periods. Place 5 events or people on a pictorial timeline. Understand how to use different ways of finding out about the past including ICT. Show an understanding of a Nation's history. Observe or handle evidence to ask questions and find answers to questions about the past. Identify some of the different ways the past has been represented.



Scientific and Technological Understanding

Science - Materials

Computing - Show an understanding of algorithms and how they are used (BeeBot). Plan, test and adapt an algorithm, and create and debug simple programs. Predict and reason the behaviour of simple programs. Use graphing/branching software and choose appropriate graph type and interpret. Communicate with others safely. Start to show safe practice when online.



Expressive Arts and Design

DT - Measure, mark out, cut and join independently but not necessarily accurately (to make toy cars) Attach wheels to a chassis using an axle using a range of materials such as tubes, dowel and cotton reels. Explore and use mechanisms in their products (levers/sliders/wheels) Understand the need for a variety of food in a diet. Discuss the changes they have made during the making process and explain why.

Music (Mr Hills) - Create, repeat, adapt and extend simple rhythmic and melodic patterns. Demonstrate an awareness of the link between shapes and pitch using graphic notation. Sequence sounds to create an overall effect. Create short musical phrases.