

English

Reading

- Listen and talk about a wide range of stories, poems and non-fiction.
- Linking experience to stories.
- Apply phonic knowledge and acquire blending skills through Miskin.
- Read common exception words.
- Read aloud accurately appropriate to age.
- Re-read books to build fluency through guided reading.

Writing

- Form capital letters and write lowercase letters with correct formation taught through daily small groups.
- Have correct pencil grip and posture for writing.
- Say out loud what they are going to write about. Learn to 'hold a sentence' in Miskin teaching and use of talking partners.
- Re-read a sentence to check it makes sense.

Grammar

- Use of finger spaces, capital letters, full stops, exclamation marks and question marks.
- Use of capital letters for names and the personal pronoun 'I'.

Speaking & Listening

- Talk partners to discuss and justify an opinion.
- Encourage children to speak in full sentences.
- Cross curricular discussion throughout the day.

Science

Biology

- Humans – identifying the names and functions of different parts of the body before focussing on the senses.
- Identifying plants and observing how they change over time.
- Identifying different animals by features, habitat and food chains.

Chemistry

- Identifying, classing and describing every day materials.

Physics

- Seasonal Change, including weather patterns.

Geography

Let's Go On Safari

- Children will learn about the country of Kenya by exploring the culture, the landscapes and the wildlife.
- Children will learn how to identify Kenya and the UK on a map.
- Children will draw comparisons between Kenya and the UK.

Music

- Use voices expressively and creatively when singing songs and speaking rhymes.
- Listen with understanding to live and recorded music.
- Create, select and combine sounds together.

Mathematics

Number/Calculation

- Counting up to 100 and backwards.
- Count 2's, 5's and 10's.
- One more and one less.
- Use a number line
- Use language such as 'equal to, more than, less than (fewer), most, least.
- Read and write numerals to 100.
- Use signs+, - and =.
- Use number facts, addition and subtraction within 20.
- Add and subtract to 20.

Geometry & Measure

- Recognise common 2D and 3D shapes.
- Tell the time to the hour and half past.
- Recognise and know coins and measurements.
- Describe position and movement.

Fractions & Decimals

- Recognise and name a half and a quarter in an object, shape or quantity.

Religious Education

- Children experience the school's mission statement 'Going the extra mile', they practise Christian values of 'being kind and friendly' through the school rules.
- Children learn stories from the Bible and learn the important messages they tell us.
- Through the school's ethos, children develop a sense of belonging to a Christian family.

Art & Design

- Use a range of materials to design and make products. Children use 'malleable' and 'art and craft' areas of provision in the classroom.
- Learn about a range of artists. Children study Hundertwasser and create their own inspired artwork

History

Famous Queens

- Queen Elizabeth I, Queen Victoria and Queen Elizabeth II.
- Significant events and changes during their reigns.
- Childhood experiences during their reigns.
- To compare similarities and differences between the time periods.

PSHE

- Children develop knowledge of issues affecting them in their local area.
- Children are taught relevant age appropriate material, for example, keeping safe around the home.
- Children develop understanding of keeping safe on the internet.

Physical Education

- Children master basic movements through games including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination. Apply these in a range of activities, for example, games, gymnastics, dance.
- Participate in team games, developing simple tactics for attacking and defending, for example in games such as 'fox and hounds'.

Computing

- Develop understanding/use of iPads to accelerate/enhance learning.
- Develop an understanding of touch typing, to enhance speed and fluency of text based work.
- Learn how programs follow instructions in a set order and that these instructions are unambiguous.
- Create and check simple apps/programs.
- Use systematic reasoning to predict the behaviour of simple programs.
- Use technology in an appropriate manner to create, move and store data.
- Understand how technology is used in the wider world.
- Stay safe while using a variety of ICT equipment/software, e.g. the internet and e-mail.

Design & Technology

Homes

- Explore different shapes in homes around school.
- Practise making different shapes and structures with junk materials.
- Design and redesign a house.
- Construct and paint house.
- Evaluate the finished product and process.