SUBJECT	1 st Half Term	2 nd Half Term
ENGLISH	Poetry - The Senses The Works chosen by Paul Cookson The children will explore the senses through poetry. The will read a range of different pousing adjectives and adjectival phrases. Grammar focus: 1. Use expanded noun phrases to describe and specify, e.g. adjectives to describe noun 2. Use and understand grammar terminology 3. Use 'when', 'if', 'that', 'because' to create subordinate clauses.	
	Stories involving fantasy 'The Dragon Machine' by Helen Ward 'George and the Dragon' by Chris Wormell 'The Paper Bag Princess' by Robert Munsch The children will be introduced to The 'Dragon Machine' by Helen Ward and other well-l describe it. They then write dragon stories with a focus on using conjunctions to write lo Grammar focus: 1. Use adjectives to describe nouns 2. Use conjunctions 'and', 'or', 'but' to join sentences 3. Use conjunctions (when, if, bed	nger sentences.
	Instructions Instructions by Neil Gaiman, Bloomsbury The children will be introduced to writing instructions. They will explore features of instruwords and discuss how to decode them. The children will write instructions using stimul Grammar focus: Demarcate sentences using capital letters, full stops, question or exclamation marks.	
	Reading The children will be encouraged to read as widely as possible at home and at school. D texts and poetry. They will be encouraged to discuss new vocabulary and ask and discusty their teacher.	
	Phonics The synthetic phonics programme 'Letters & Sounds will be used as the basis for teach on Phase 5 and 6 and continue to practise the skills of blending and segmenting words. them.	
	Handwriting Handwriting will be taught in conjunction with phonics lessons. The children are taught a automatic.	a joined script to help them to make the process of writing more

Maths

The children will be given opportunities to make rich connections across mathematical ideas to develop **fluency**, **mathematical reasoning** and competence in **solving problems**. They will also apply their mathematical knowledge to science and other subjects.

Key skills visited this term:

Number and Place Value

Estimate a set of objects (≤100) and count in 5s or 10s to check

Understand place value in 2-digit numbers by creating 2-digit numbers

Order and compare 2-digit numbers and say a number between.

Round 2-digit numbers up or down to the nearest 10

Write amounts of money as pounds and pence, including placeholder 0 in the 10s

Addition and Subtraction

Add or subtract 10 from 2-digit numbers,; add and subtract 9 and 11 to and from 2-digit numbers

Recall number facts to 10 and 20

Find change from 10p and 20p by counting up

Add 1-digit to 2-digit numbers, bridging 10 and using known facts; add and subtract 9 and 11 to and from 2-digit numbers

Add/subtract 2-digit numbers to/from 2-digit numbers by counting on/back

Subtract 2-digit from 2-digit numbers by counting up

Multiplication and Division

Count in 2s to 20; count in 10s to 100; count in 5s to 50

Double numbers to 20, including partitioning teen numbers, and find related halves; double and halve numbers to 100, including partitioning 2-digit numbers

Recall multiplication and division facts for the ×10 table

Understand the link between multiplication and grouping

Begin to understand division as 'how many groups of..?'

Count in 2s and recall multiplication and division facts for the x2 table; count in 5s and recall multiplication and division facts for the x5 table

Count in 3s; count on and back in 4s

Understand multiplication as repeated addition and as scaling

Understand division as the inverse of multiplication

Fractions

Understand that a fraction is an equal part of a whole; 1/2s and 1/4s of shapes

Understand the concept of a unit fraction; 1/2, 1/3, 1/4, 1/8

Place 1/2s and 1/4s on a number line; find 1/2 of odd numbers

Count in 1/2s and 1/4s beyond 1, not saying equivalent fractions

Measurement

Recognise and know the value of all the coins and notes

Recognise and use language relating to date, including days, weeks, months and years

Identify appropriate units of time to measure a duration (minutes, hours, days, weeks, months, years)

Tell the time to the nearest quarter of an hour using digital and analogue clocks

	Add and subtract money of the same unit; solving money problems in a practical context Give change using appropriate coins and calculating the amount to be given; recognise and use symbols for pounds and pence. Record amounts using £.p notation		
	Geometry Recognise, name, describe make cubes, spheres, cones, cuboids, pyramids Describe positions using 3D shapes Identify 2D shapes on the faces of 3D shapes, e.g. circle on a cone Statistics Read and enter data in tables Begin to read and construct tally charts Interpret and complete pictograms where 1 symbol represents 1 item; where 1 symbol represents 2 items; where 1 block represents 1 item Interpret and present data using bar charts where one division represents one unit Problem solving Use place value and number facts to solve problems		
	Begin to work systematically to find all possibilities		
	Use coins to solve simple problems involving addition, subtraction and giving change		
	Solve multiplication and division problems using arrays, repeated addition and mental methods Find possible amounts using a given number of coins (1p to £2)		
Science	Uses of everyday materials		
	The children will identify and compare the uses of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard. They will also compare how things move on different surfaces.		
	Pupils will work scientifically by: observing closely, using simple equipment; asking simple questions and recognising that they can be answered in different ways; identifying and classifying; using their observations and ideas to suggest answers to questions; gathering and recording data to help in answering questions; performing simple tests.		
PSHE	Going for goals The Children will explore effective learning and how they can influence their success.	Good to be me The children will consider what makes them proud and encourages them to recognise their strength.	
RE	Special places The children will be looking at special places, explore some of the things Christians do in a church and what artefacts they might find in it. This unit will finish with a visit to St. Katharine's Church.	Easter The children will explore why Easter is important to Christians.	
History	Florence Nightingale The children will learn about the life of Florence Nightingale and her achievements. The children will also compare aspects of their life to life in different periods.		
Art	Portraits The children will use drawing and painting to develop and share their ideas, experiences and imagination. They will develop a range of art and techniques in using line, shape, form and colour. They will learn about the work of Rembrandt and Renoir, describing the differences and similarities between		

	different practices.		
Music	Exploring Pitch		
	The children will explore pitch. They will also have an opportunity to explore instruments and symbols.		
PE	The children will participate in a variety of team games, developing simple tactics for attacking and defending.		
	In dance the children will learn to compose and control their movements, and, practice and perform dances using simple movement patterns.		
Computing	Research	<u>Ourselves</u>	
o amputung	The children will learn about the visible parts of the computer – keyboard, mouse and screen. They will also learn to recognise common uses of information technology beyond school. Linked to History the children will complete research using given websites and learn to navigate around the website.	The children will learn how to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet.	
Design & Technology	Food Technology – Eat more fruit and vegetables The children will learn about healthy eating by thinking about a variety of fruit and vegetables. They will taste some more unusual fruit and then design and make a fruit kebab to take home.		