

Reading

Develop phonics until decoding secure
 Read common suffixes
 Read & re-read phonic-appropriate books
 Read common 'exception' words
 Discuss & express views about fiction, non-fiction & poetry
 Become familiar with & retell stories
 Ask & answer questions; make predictions
 Begin to make inferences
Authors of the term: Arthur Ransome, Julia Donaldson, J.M.Barrie
Library, book corner and newspapers
 Guided reading and 1:1 reading
 Partner class
 Whole class reading

Writing

Spell by segmenting into phonemes
 Learn to spell common 'exception' words
 Spell words containing common suffixes, etc.
 Use appropriate size letters & spaces
 Develop positive attitudes & stamina for writing
 Begin to plan ideas for writing & record sentence-by-sentence
 Make simple additions and changes after proof-reading
Poetry: shape poems, acrostic, kenning, riddle based on outdoor learning.
Instructions: how to... (Science link)
Description and Narrative writing: 'Wildcat Island' adventure stories and settings.
Non-chronological reports: fact files, recount trip and events...
 Drama: 'Whoosh' the story extracts, character building and role-play.

English

Grammar

Use . ! ? , and '
 Use simple conjunctions
 Begin to expand noun phrases
 Use some features of standard English
Speaking & Listening
 Articulate & justify answers
 Initiate & respond to comments
 Use spoken language to develop understanding
 Practise weekly poems, act & role play, conscience alley, hot seating
'TEACHER TAKE OVER'
PaG lessons: look at different authors and their range of sentence structures and punctuation

Art and Design(KS1)

Use a range of materials
 Use drawing, painting and sculpture
 Develop techniques of colour, pattern, texture, line, shape, form and space
 Learn about range of artists, craftsmen and designers
Artist studies: Paul Klee/Van Gogh
Self portraits
'Patronus' designs
Spider Web, spiders
'How do artists use nature in their work?'

Computing (KS1)

Understand use of algorithms and write & test simple program
 Use logical reasoning to make predictions
 Organise, store, retrieve & manipulate data
 Communicate online safely and respectfully
 Recognise uses of IT outside of school
Use book applications to write our own stories
Scratch Jr to create settings and characters
Research and report using technology
'Could you live without technology?'

Number/Calculation

Count to and across 100 forwards and backwards.
 Count in 2s, 5s & 10s
 Find 1 more and 1 less than a number
 Read and write numbers 1 to 20 in numbers and words
 Read, write and use +, -, =
 Represent and use number bonds within 20
 + and - 1 digit and 2 digit numbers to 20

Word problems – linked to topic numerals involving + and -, x and ÷

Mathematics

Fractions

Recognise, find and name a half and a quarter of an object, shape or quantity

Design & Technology (KS1)

Design purposeful, functional & appealing products
 Generate, model & communicate ideas
 Use range of tools & materials to complete practical tasks
 Evaluate existing products & own ideas
 Build and improve structure & mechanisms
 Understand where food comes from
Portraits using digital camera and computer
Design school shields and sweets
Cardboard Challenge Day
'What makes something useful?'

Geography (Y2)

Name & locate world's continents and oceans
 Compare local area to a non-European country
 Use basic vocabulary to describe a less familiar area
 Use aerial images and other models to create simple plans and maps, using symbols. What would we see?
 Use simple fieldwork & observational skills to study the immediate environment:
Northwood Cemetery and maps
Weather and seasons
'What is our place in the world?'

Modern Languages - French

Family
 Colours
 Days of the week
 Months of the year
 Ingredients
Learn greetings to communicate with other schools
'Why should we learn different languages?'

Music (KS1)

Sing songs
 Play tuned & untuned instruments musically
 Listen to & understand live and recorded music
 Make and combine sounds musically

Harvest songs and hymns... Makaton 'Let's Harvest'
 Create music to accompany stories
'How can music tell a story?'

Science

Working Scientifically:
 Ask simple questions, observe closely, perform simple tests, identify and classify, use observations to suggest answers and gather data
Everyday Materials
Design and create a boat that floats
Investigate suitable materials for a tent
Habitats of pond creatures
Investigating changes in Northwood Cemetery
'What is the best material to use for a boat?'

History (KS1)

Key Concepts:
 Changes in living memory (linked to aspects of national life where appropriate)
Key Individuals:
 Lives of significant figures: Our authors.
 Significant local people
 Northwood Cemetery
 Northwood House
'Where can we see things from the past?'

Physical Education (KS1)

Master basic movement: running, jumping, throwing, catching, balance, agility & coordination
 Participate in team games
Football
Golden Mile: daily
Dance choreography for Harvest Celebration
'How does sport affect our bodies?'

Religious Education

Continue to follow locally-agreed syllabus for R.E (PSHE- Wellbeing and Cultural Diversity – relationship, differences, community, culture and religion, celebrations, self-esteem and self-confidence activities)
New beginnings, Bravery, Kindness British Values, Etiquette
 Harvest
 Christmas
 Charity and Giving
'What would you do to be kind?'