

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?'

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?'

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?'

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?'