

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: Classic authors
Library, book corner and newspapers
Guided reading and 1:1 reading
Buddy class
Whole class reading of our classic stories

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 build a spider's web (Science link)
Description and Narrative writing: classic characters and settings.
Non-chronological reports: fact files, recount trip and events...
 Drama: 'Whoosh' the story extracts, character building and PSHE role-play.

English

Grammar

Use . ! ? , and '
 Use simple conjunctions
 Begin to expand noun phrases
 Use some features of standard English
Oracy
 Articulate & justify answers using appropriate topic vocabulary
 Initiate & respond to comments
 Use spoken language to develop understanding
 Practise weekly poems, act & role play, conscience alley, hot seating
TEACHER TAKE OVER'
SP/IG 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
Classic Artist studies: Monet/Van Gogh reproduce our own classics
Spider Web, spiders, Natural sculptures – Andy Goldsworthy
'How do artists use colour 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?'

What is a classic?

Geometry & Measures

Know and use standard measures
 Read scales to nearest whole unit
 Use symbols for £ and p, + and – simple sums of less than £1 or in £s
 Tell the time to the nearest 5 minutes
 Identify and sort 2D and 3D shapes
 Order and arrange mathematical objects
Time: Seasons, timetables and daily routines
Position & direction: Linking to PE
Angles and symmetry – Garden designs
Shapes: Garden designs

Mathematics

Fractions

Find and write simple fractions
 Understand and use equivalence of e.g $2/4 = 1/2$

Data

Interpret simple tables and pictograms linked to favourite farm animas and plants (outdoor learning day)

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 own farmyards and secret gardens
Cardboard Challenge Day
'Would technology have changed anything in our

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:
Farm studies
Weather and seasons – How these affect farmers and gardeners
'What did the world look like during the time of our classics?'

Number/Calculation

Know 2, 5, 10 X tables
 Begin to use place value (T/U)
 Count in 2s, 3s, 5s & 10s
 Identify, represent & estimate numbers
 Write numbers to 100
 Know number facts to 20 (+ related to 100)
 Use X and ÷ symbols
 Recognise commutative property of multiplication

Word problems – linked to topic

Modern Languages - Spanish

Numbers to 20
 Family
 Colours
 Days of the week
 Months of the year
 Classic design such as Barcelona (Gaudi)
Learn greetings to communicate with other schools
'Why should we learn different languages?'

What languages were used in our classics?

Music (KS1)

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

Classic harvest songs and hymns
 Create music to accompany stories
'How does music tell a story?'

Science

Differentiate living, dead and non-living
 Growing plants (water, light, warmth)
 Observe and describe how seeds and bulbs grow into mature plants
 Basic needs of animals & offspring
 Simple food chains & habitats
Using the mound as an observational study
Compare different plant structure (Hyacinth bulbs)
Food a fact of life – Farm to fork
'Generating, investigating and answering our own scientific questions.'

History (KS1)

Key Concepts:
 Changes in living memory (linked to aspects of national life where appropriate)
Key Individuals:
 Lives of significant figures: classic authors, compare to modern authors.
 Significant local people
Think about lives of people living during our classic stories. Clothes, food, building, education.
History of gardening and farming.
'What was life like during the time of our classics?'

Physical Education (KS1)

Master basic movement: running, jumping, throwing, catching, balance, agility & coordination
 Participate in team games
Agility and Balance
 Changes in direction, speed and level (Wilbur's Escape)
Golden Mile: daily
'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
 Classic bible stories
 Christmas