

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
Bob Cox style guided reading to develop comprehension skills
- *The Night Box*
- *The owl who was afraid of the dark*
- *The Lighthouse Keeper*

What would the world be like without light?

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
Reasoning skills
Challenges and problems linked to topic.

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
Light and dark
Plants without light
Materials and their properties – reflection/transparent
Circuit – lightbulb for lighthouse

What would the world be like without light?

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
Inspiration from authors used in guided reading to stimulate and motivate quality writing.
Drama: 'Whoosh' the story extracts from Lighthouse Keeper series.
Write scientific report and instructions on how to make a circuit (Light house)
Write about local shipwrecks
Write a diary of the lightbulb invention (Thomas Edison)
Poetry and Riddles – Nocturnal animals

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
Night and day
Position & direction: Linking to PE
Shapes – Light models

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
Shadow puppets and theatre
TEACHER TAKE OVER'
Re-ite class poems

Mathematics

Fractions

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

Data

Interpret simple tables linked to ship wrecks and light houses.

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

The life of Edison

History of local lighthouses and shipwrecks

History of photography

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

Light and shadow

Photography – Negative paper

'How do artists use light in their work?'

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
Shadow Puppets
Lighthouse models
Kaleidoscope

Is Light the best warning to use?

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?'

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
'Is light important in any sport?'

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
'How has light changed with technology?'

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:
Compare lighthouses across the world
Describe features of different coastlines.
'Why are there not lighthouses on all coastlines?'

Music (KS1)

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

Learn class song

Create music to accompany stories about shipwrecks

'How does music tell a story?'

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
Let there be Light – Judaism/Christianity
Easter – New life, New light