Maths- see below	**Design and Technology**	**Art**
English Traditional poems: A.A. Milne *Hansel and Gretel* by Anthony Browne *Oi! Get off my Train!* and *The Magic Bed* all by John Burningham plus other books by same author Information texts and labels, lists and poster – topic related. Grammar includes: Year 1: Writing, leaving spaces between words; using capital letters for names of people, places, days of the week, etc. Year 2: Learning how to use punctuation correctly, including capital letters, full stops, question or exclamation marks; learning how to use sentences with different forms: statement, question, exclamation, command.	'Moving Traditional Tale Pictures' Children listen to and role play different Traditional Tales and then learn how sections of the stories can be made into a moving picture. Follow instructions on how to make different types of mechanisms, such as levers, wheels and sliders. Children evaluate their finished product. Cross Curricular with computing – write instruction to make a sandwich. Design and make a healthy sandwich.	Learn about the life, times and paintings of Van Gogh and L.S. Lowry and be inspired to create drawings and paintings in their styles. Generate questions to ask the artists; research their lives and replicate their works and styles. Consider the stories told by their works and become a critical artist in the process! Use oil pastels and wash.
	# Explorers and other famous people in history	**RE** Gospel- What is the good news that Jesus brings? Tell stories from the Bible and recognise a link with a concept of 'Gospel' or good news Salvation- Tell stories of Holy Week and Easter from the Bible and recognise a link with the idea of Salvation. Give at least three examples of how Christians show their beliefs about Jesus' death and resurrection in church worship at Easter.
Science **Plants - Art and Nature** investigate and sort materials according to where they came from. Learn all about those materials that come from plants. Create a large pollen sculptures out of clay, find flowers outside in the playground and sketch them and then make a large model of the inside of a flower using junk modelling materials! Enjoy being outside by doing bark and leaf rubbings and then do a piece of playground art, using	**Computing** CS: Create and Debug simple programs, guide the Queen/king Beebot using your algorithm to reach the throne. D&T Give precise instructions to guide the robot to make a sandwich. IT: Edit, refine and publish work. Create a timeline on 2simple showing the life Queen Elizabeth. Type and illustrate a Newspaper report explaining the values of	**PSHE** Going for Goals: * Taking responsibility – for their successes and when things go wrong * Waiting for what they want; persistence (keeping going) * Resilience – bouncing back or maintaining effort through a difficult experience or after a mistake or failure *Setting and achieving goals

		cloths, chalk and found materials.	monarchs using mouse control	PE

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Animals Including Humans - People and their Pets:
Observe creatures in the school grounds, photograph them and make sketches. Collect woodlice and set up different colonies in the classroom based on what they know about their habitats. Discuss what sort of paper will be best for the job of mopping up a puppy's accident and plan an investigation to test.

monarchs using mouse control

DL: Recognise common uses of information technology beyond school- compare technology past and present. Would they have it in a castle in olden times?
Roar E safety Think you know, have fun, be careful.

PE
Tennis and multi-skills with Tony the Sports Coach – Ball control, using a racket, aiming, standing position etc.
Yoga- concentrating on balance and breathing exercises. Focusing on concentration to hold poses for periods of time.

Humanities
Develop historical knowledge and understanding of the lives and significance of Christopher Columbus and Neil Armstrong. Identify the kit needed for an expedition and compare the equipment taken by Columbus and Armstrong on their voyages. Discover navigation techniques and learn about the materials used by Columbus and Armstrong. Identify the properties of a range of materials for your own expedition. Go on to describe your own 'expeditions' using a range of media such as maps.

Music
Identify different sounds and to change and use sounds expressively in response to a stimulus.
Make a variety of sounds with their voices, bodies, found objects and instruments, and explore how these sounds can be changed and used expressively in response to a stimulus.
Use this knowledge to select sounds that reflect the mood of chants and songs.
Class performance that uses sounds to heighten the effect of a chosen story.
Learn about their lives and musical contributions of Andrew Lloyd Webber and Wolfgang Amadeus Mozart. Compare their achievements, timelines and talents.

Year 1

wk		Ruth Houghton		Cassie Reed
1/2	Number and Place Value	Say the number one more or less and two more or less using a number line or a 100 grid 2 digit numbers - count forwards and backwards from a given number, read and write 2 digit numbers, say if numbers are more than, less than or equal to a given amount. Begin to know that 2 digit numbers are some tens and some ones.	Geometry	Name, recognise and know the properties of 3D shapes: cube, cuboid, cone, cylinder and sphere Begin to sort 3D shapes according to properties Order and name the days of the week and months of the year Recognise and name the seasons
3/4	Addition and Subtraction	Revise pairs that make 5, 6, 7 and 10 Use number facts to solve simple addition and subtraction word problems Missing number problems eg 5 + _ = 12 Double numbers - relate to x 2	Fractions	Find half, quarter and three quarters of shapes Begin to know that two halves and four quarters are a whole and that two quarters is a half

wk				
5/6	Addition and Subtraction	Add by putting the larger number first and counting on (numbers up to 100), spotting patterns . Count on from 2-digit numbers Add a 1-digit number to a 2-digit number	Measurement	Relate units of time weeks, days, hours Divide the days up into parts Read and write times to the hour Begin to have a notion of how long an hour is and how long a minute is Tell the time (o'clock and half past) on analogue and digital clocks Measure using uniform units (cubes and rulers)
7/8	Addition and Subtraction	Find and begin to know doubles to double 10; revise pairs to 5, 6, 7, 8, 9 and 10 and derive related subtraction facts Use knowledge of pairs of 10 to make pairs to 20 Use number facts to solve word problems	Multiplication	Count on and back in tens from any number Begin to count in 5s and 2s recognising multiples of 5 end in 5 and 0 Estimate a number of objects within a range and count by grouping into 10s or 5s
9/10	Addition and Subtraction	Add a 1-digit number by counting on from a 2-digit number, not crossing 10s at first, then beginning to cross 10s Subtract a 1-digit number by counting back initially from numbers up to 30 (not crossing 10s) and then generally from a 2-digit number (not crossing 10s) and from multiples of 10	Number and place Value	Locate 2-digit numbers on a 100-square Recognise 2-digit numbers as some 10s and 1s Make 2-digit numbers using 10p and smaller coins Find 1 more or 1 less than any number to 100 Find 10 more than any number to 90 Find 10 less than any number to 100

Year 2

wk		Ruth Houghton		Cassie Reed
1/2	Number and Place Value	Place value and ordering 2-digit numbers; place value additions and subtractions; add and begin to subtract 9, 10 and 11	Geometry	Recognise and identify properties (including faces and vertices) of 3D shapes Sort according to properties including number of faces Name the 2D shapes of faces of 3D shapes
3/4	Addition and Subtraction	Revise number bonds to 10; begin to bridge 10; subtract from 10 and 20; use number facts to find the complement to ten; find a difference between two numbers by counting on	Fractions	Revise doubles and corresponding halves to 15 Find half of odd and even numbers to 30 Revise and recognise 1/2s, 1/4s, 1/3s and 2/3s of shapes Place 1/2s on a number line Count in 1/2s and 1/4s Understand and write mixed numbers

5/6	Addition and Subtraction	Order 2-digit numbers and revise the < and > signs; locate 2-digit numbers on a landmarked line and grid; round 2-digit numbers to nearest 10; estimate a quantity <100 within a range	Measurement	Tell the time to the nearest quarter on analogue and digital clocks. Understand the relationship between seconds, minutes and hours and use a tally chart
7/8	Addition and Subtraction	Rehearse complements to multiples of 10 Find differences using a number line; find change from 10p and 20p, and from £10 to £20 by counting up and using bonds to 10 and 20 Add two 2-digit numbers by counting on	Multiplication and Division	Count in 2s, 5s and 10s to solve multiplication problems and find specified multiples Introduce the × sign Record the 2, 5 and 10 times-tables investigate multiplications with the same answer Write multiplications to go with arrays, rotate arrays to show they are commutative
9/10	Multiplication and Division	Revise 2, 5 and 10 times-tables; revise arrays and hops on the number line; multiply by 2, 3, 4, 5 and 10; arrange objects into arrays and write the corresponding multiplications; make links between grouping and multiplication to begin to show division; write divisions as multiplications with holes in and use the ÷ sign	Number and Place Value	Locate, order and compare 2-digit numbers on 0-100 landmarked lines and on the 1-100 square Use < and > signs; Locate numbers on an empty 0-100 line Introduce numbers 101 to 200 and count in 100s to 1000 Add 2-digit numbers by counting on in 10s and 1s Subtract 2-digit numbers by counting back in 10s and 1s