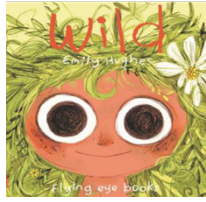


Writing

Our text:

Wild
by Emily Hughes



Our GPS:

- To write sentences using commas in a list.

Final written outcome:

To write instructions on how to make a habitat for the girl in the book.

Science

Materials: Everyday uses.

- To recognise that objects are made from materials that suit their uses.
- To recognise that the shape of some solid objects can be change.
- To compare the suitability of materials for particular uses.
- To recognise that the strength of some materials can be changed.

It's my time to shine:

To design a shoe made from a suitable material.



Class 2

Learning Overview Block 4

PE Gymnastics

Music

Contrasting dynamics:

- To create a simple soundscape using dynamic changes.
- To listen to music and respond creatively, considering how dynamics can be represented.
- To compare two pieces of music.
- To create a short pitch pattern to represent a planet.

RE

Why is light important to people?

- To explore why light is used in special ways.
- To explain why lights are important in the story of Rama and Sita.
- To explore Diwali
- To explore how Christians celebrate advent
- To understand why candles are using during Hanukkah.
- To discover how light is used to celebrate by exploring festivals.

Maths

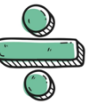
Addition and Subtraction (within 100):

- Add two 2-digit numbers
- Subtract two 2-digit numbers
- Mixed addition and subtraction
- Compare number sentences
- Missing number problems



Multiplication and division:

- Count in 2s, 5s and 10s
- Count in 3s
- Recognise equal groups
- Make equal groups
- Add equal groups
- Make arrays
- Multiplication sentences
- Commutativity
- Make equal groups - grouping
- Make equal groups - sharing
- The 2 times table
- Divide by 2
- Doubling and halving
- Odd and even
- The 10 times table
- Divide by 10
- The 5 times table
- Divide by 5



Length and height:

- Measure length using objects
- Measure length in centimetres
- Measure length in metres
- Compare length and height
- Order lengths and heights
- Four operations with lengths and heights



PSHE

Health and wellbeing:

- Understanding my feelings
- Steps to success
- Developing growth mindset
- Relaxation and breathing exercises
- Having a balanced diet
- Looking after our teeth

Art

Painting and mixed media:

- To investigate how to mix secondary colours.
- To apply knowledge of colour mixing when painting.
- To explore colour when printing.
- To experiment with paint mixing to make a range of secondary colours.

It's my time to shine:

To apply my painting skills when working in the style of an artist.



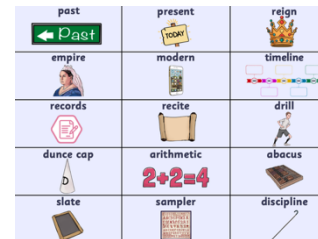
History

How was school different in the past:

- To find out how schools have changed over time by investigating what schools were like over 3 periods of time.
- To investigate what schools were like in the 1900s.
- To look at a modern classroom in comparison to a classroom from the past.

It's my time to shine:

To compare a modern classroom with a classroom 100 years ago through drama and a poster.



Phonics - Year 1

Schofield and Sims - My letters and sounds scheme

Sounds that will be taught:

Week 1: ow, ie and ea

Week 2: er, y(igh), y (ee)

Week 3: ou, oo(long), u

Week 4: alternative pronunciation of g, c

Week 5: v, l, ul, se/ce, ze/se

Week 6: l or ul, al and el, tch, dge and ge

Tricky words that will be taught:

Week 1: any, many, two

Week 2: school, work

Week 3: different, thought

Week 4: once, eyes

Week 5: laughed, because

Week 6: Revisit of tricky words

Year 1 reading books correspond with their phonics learning and are changed every Friday

Guided Reading - Year 2

Grammarsaurus reading scheme looking at understanding different vocab, retrieval skills and inference skills using different texts.

Week 1 and 2:

The Legend of Nian

Week 3 and 4:

I've seen a moose

Week 5 and 6:

Monarchs of England and Great Britain

Computing

Programming (2): Making code:

- To explore programming in games
- To explore the block code features of MakeCode
- To interpret a MakeCode algorithm using paper chains
- To plan and build a program in MakeCode
- To evaluate if a program is successful based on the MakeCode outcome.

