

It's Good to be Me! (Connecting Concept – Change)

English

Outcome: Children will learn to write in the following genres:
Writing to inform Instructions How to make a cloud blower
Literacy shed unit Recounts Holiday news/weekend news
recounts

Writing to Entertain Retellings Traditional tales

To support this writing the following punctuation and
Grammar will be taught - Y2 nouns and adjectives, sentence
structure and verbs . Y1 as above plus the alphabet

Mathematics

Outcome: National Curriculum requirements following the
mastery approach :

Year 1

Numbers to 10, Part-whole within 10, Addition within 10,
Subtraction within 10, 2D and 3D shapes

Year 2

Numbers to 100, Addition and subtraction (1), Addition and
subtraction (2), Properties of shape

Science

Outcome 1: Children will learn about the weather and make
forecasts. They will learn about shadows and set up rain
gauges.

Outcome 2: Children will explore different materials and sort
them into groups depending on properties.

RE

Outcome 1: Children will learn about leaders and whether
everyone should follow Jesus.

Outcome 2: Children will be exploring whether religious
symbols mean the same to everyone.

Lifeskills (PSHE)

Outcome 1: Children will explore what makes them special and
unique.

Outcome 2: Children will investigate the different groups they
belong to within a community.

Outcome 3: Children will identify kind and unkind behaviours

PE

Outcome: Dance

NS Sports programme: Football, Hockey, Tag rugby, Handball

History

Outcome: Children will learn about Changes within living
memory. They will look at toys past and present and explore
family favourites of their parents and grandparents. They will
explore a range of Victorian toys too.

Computing

Outcome 1: Children will learn about online safety.

Outcome 2: Children will explore coding in order to make a
computer programme.

Outcome 3: Children will be lego builders to explore tasks
with instructions. .

Geography

Outcome: Children will use our school and grounds to develop
their geographical and fieldwork skills using 4 points of a compass,
aerial photographs and plan perspectives to recognise landmarks
and basic human and physical features. They will devise a simple
map and use and construct basic symbols in a key.

Art

Outcome 1: Children will use drawing, collage and mark
making to explore spirals.

Outcome 2: Children will use a simple mono print technique to
develop drawing skills, encourage experimentation and
ownership.

Design Technology

Outcome: Children will design and make a finger or glove
puppet.

Music

Outcome: The children will start to identify the differences
between pulse and rhythm through song, composition and
games. They will compose a simple rhythmic pattern including
timbre and dynamics and perform to accompany a song.