

ENGLISH

Reading

Develop phonics until decoding is secure.
Read common suffixes.
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.

Writing

Spell by segmenting into phonemes.
Learn to spell common exception words.
Spell using suffixes.
Use appropriate size letters and spaces.
Develop a positive attitude & stamina for writing.
Begin to plan ideas for writing.
Show a range of sentence types

Grammar

Use ? and .
Use and to join sentences.
Speaking and Listening

MATHEMATICS

Number

Counting numbers to 100

Understanding the value of a number

Partitioning numbers into tens and ones.

Counting in 2s, 5s and 10s

Ordering and comparing numbers.

Addition and Subtraction

Addition and subtraction number facts

Number bonds to 100

Finding 10 more and 10 less

Adding 2 digit numbers

Subtracting 2 digit numbers

Problem solving

Multiplication and Division

Making equal groups

Adding equal groups

Using arrays

2/5/10 times table

Solving worded problems

SCIENCE

Uses of everyday materials

Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses.

Compare how things move on different surfaces.

Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

HISTORY—Captain Scott

Develop an awareness of the past and how it is represented.

Understand why key events/figures are significant nationally and globally and how they have contributed

ART—Formal elements of art.

To use a range of materials creatively to design and make products.

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

DESIGN TECHNOLOGY—Making a fairground wheel.

Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Evaluate their ideas and products against design criteria

MODERN LANGUAGES

Not applicable to Key Stage 1

PHYSICAL EDUCATION

Perform and link movements with control

Show good shape and positioning

Develop moving in time to music

Develop balances on different body parts, rolls and co-

GEOGRAPHY—ANTARCTICA

Locate places on a world map.
Understand geographical similarities and differences.
Use geographical language to describe key features.

MUSIC

Whole Class Glockenspiels - Focus on pitch, tempo, dynamics. Children play in an ensemble and solo context – perform-

COMPUTING

This term we will be focusing on Internet Safety and will be combining computing with PSHE

RELIGIOUS EDUCATION

Celebrations that matter in Sandwell
(Christianity, Muslim and Sikh)